Subject: Re: VIS questions
Posted by Halo38 on Wed, 27 Dec 2006 18:40:12 GMT
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c0vert7 wrote on Wed, 27 December 2006 13:28Now I just thought of this... If VIS is supose to reduce the ammount of processing time and is supose to increase performance and less lag and all. Would it make that much difference if u didnt? I mean ur adding how many vis points pretty much covering up the whole map.... and u still have to process almost as much.. Is it really worth all the effort?

When you add a manual vis point you don't add another calculation for the engine to do you modify the existing data

vis corrections, aswell as making hidden objects you should be able to see, visable, also fixes hidden meshes that are visable which shouldn't be,

In short vis essential when making a map that pushes the boundaries of what the engine can handel on a simple system, if you make a detailed C&C mode map with the ren buildings vis is almost always essential imo.