Subject: Help! VIS won't work.
Posted by Captkurt on Sat, 07 Jun 2003 02:32:35 GMT
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the newer or just a referral for the novice, but if you did your vis correctly while in RenX, then while your in Level Edit, you do you're walk through and at the places that your stuff disappears, you would add a manual vis point, by pressing the alt+tild keys, this will put a little camera afloat just behind where your standing and also all of a sudden your stuff will at once, come back and be visible.
There are tutorials out there on how to do this, and I may put one out myself also, but for now,

can, Basically, in a nut shell, while in RenX, just make a copy of the each piece that you would be able to walk too, like your plane for instance, just make a copy of it, name it vis^Ground, or what ever it is named that you copied it from, the little ^ just means it's out side, you could just name it vis_Ground also. the imporant thing here is the vis.... part of the name., and then on the left hand

described. Hope this helps as a quick tutorial. Lol, if not let me know.

Now because I did try and rush this out and get it too you, it may have some errors, that I over loolked as well, but I think I got it all.