Subject: Playing Manual Vis Points For Flying Maps
Posted by Sanada78 on Mon, 09 Jun 2003 21:34:44 GMT
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So far all the Vis on my map is going fine, the only problem is for flying vehicles. When you fly high up out of the base too the battlefield, half of the terrian is missing unless you go down too the ground and it appears again like it should. The thing is I can't place manual Vid points high up over the map as them seem too have to be close to an object. When it doesn't work it says, "Vis Sample Rejected - No Vis Sector or Vis Sector ID not assigned!" in the comment box.