
Subject: Playing Manual Vis Points For Flying Maps
Posted by [YSLMuffins](#) on Tue, 10 Jun 2003 00:37:08 GMT
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How did you make the VIS sectors for your base terrain? Manually separated them? To explode, you have to set the parameter thing to 0, but this gives you a WHOLE lot more sectors then you would need (explode set to 0 splits up the entire meshes into separate triangles). I recommend just chugging through it and separating manually for your base terrain, and clone square planes for your VIS sectors every 10 meters up. Cloning terrain would slow things down a bit, with all the extra polys.

If anyone here can get explode to work correctly, ie, splitting meshes up according to POLYGONS and not FACES please post.
