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Subject: Re: connecting maps with teleporters (maybe vis) ?

Posted by [Zion](#) on Sat, 03 Mar 2007 01:06:13 GMT

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The only reason you'd add vis is if you get visual errors of being too high, you can see through terrain or it looks like your standing on nothing. You can manually build the vis in gmax/renx with planes (5x5?) at 5m increments up the map to the "vech roof" with the vis checkbox enabled.

To move objects out of the drawing zone make sure the distance between the edge of the spawn zone and the edge of a map is at a minimum, 300 meters. That way it won't be drawn until you move closer or teleport this as you planned.

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