
Subject: Dedicated VIS tutorial for the Dedicated
Posted by [Aircraftkiller](#) on Tue, 15 Jul 2003 20:22:14 GMT
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I'd like to add something to this:

Make sure you're looking at your terrain in wireframe as you move around, then hit F9 and toggle it back and forth before adding a vis sample. You can totally customize the way vis samples are taken this way, by making sure that only a needed sample is taken that doesn't show more polygons than are actually visible to the player.

Use the other camera views, like varying tank views, so you can fix issues the same way with vehicles, too.

All in all, a good tutorial. Stuff I've done in every level.
