Subject: Dedicated VIS tutorial for the Dedicated
Posted by Aircraftkiller on Tue, 15 Jul 2003 20:48:29 GMT
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I use wireframe because I can tell when something is disappearing, lets you see how the vis is working in the specific level. You can see things way off in the distance just become totally obsured by the vis engine as you run around, and you can see the interiors of the bases start coming into view as you move towards each base.

Pretty cool thing to use, couple it with the "View vis sectors" deal and some other stuff and you've got a vis machine ready to tackle all problems that arise.