Subject: Dedicated VIS tutorial for the Dedicated
Posted by YSLMuffins on Wed, 16 Jul 2003 05:18:42 GMT

Hmmm, I'd also like to bring up another point about hills.

Say you've got a lot of hilly terrain on your map. It's my theory that the VIS auto-generate sample seems to be based on the first person camera.

If you open up Hourglasss I think you'll notice all of the manual VIS points high in the air over the hill. If you switch to the first, or even third, person camera while on the hill, you'll notice you won't see a lot from the hill. But change to a vehicle camera you'll see a lot more--but apparently the auto-generate VIS sample doesn't consider the vehicle cameras. It appears that VIS glitches are common with a land form like the hill on Hourglass, or even on a smaller scale, if you have a sharp, sudden rise in elevation several meshes over the hill might be accidentily turned invisible by the VIS sample.

So, if you've got a lot of hilly terrain, like Hourglass, on a smaller scale, be sure to walk around with the vehicle camera and check for VIS glitches.