Posted by saberhawk on Mon, 07 Jul 2008 07:58:54 GMT

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Dthdealer wrote on Mon, 07 July 2008 02:38Ghostshaw wrote on Mon, 07 July 2008 16:21VIS calculations are done in LevelEdit and you can't disable them. And the problem with line of Sight is that if it gets too big stuff starts getting rendered wrong.
Things probably get rendered incorrectly because you need to set the LOD and rendering distances in different parts of the code as well.

No, it has to do with lack of precision in the depth buffer when the difference between possible values is large.