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Subject: Re: Fixing... Points?

Posted by [GEORGE ZIMMER](#) on Mon, 15 Sep 2008 13:40:44 GMT

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VIS is what Renegade uses to, in a sense, "un-render" something. It's a tool used by mappers to make sure that things you can't see, aren't rendered, and therefore will take up less memory, making stuff run faster.

For example, if you're behind point A, and point B is behind point A (In front of you), but point A blocks you from seeing it, point B will not be rendered via VIS.

Sometimes though, it's not perfect, and the detection of what people see can cause them to still not render something, even if they DO see it.

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