
Subject: Re: Intro + Some Questions

Posted by [Altzan](#) on Fri, 03 Oct 2008 13:28:06 GMT

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Dthdealer wrote on Thu, 02 October 2008 22:21 You may wish to use M00_Action rather than Neo for your vehicles, as it has way more options.

Awesome, I'll give it a try. Thanks.

Dthdealer wrote on Thu, 02 October 2008 22:21 Server-side mods can be incorporated into mixes and packages only if they are modified presets. Things like chat commands cannot (yet).

I figured as much, just wanted some confirmation. Thanks again.

Dthdealer wrote on Thu, 02 October 2008 22:21 Single-player maps have a system called VIS. VIS hides meshes of the map you can't see from your current position according to where you are standing. Under each normally reachable area of the map, hidden polygons determine VIS sectors. Your problems is you've probably made the spawners on top of buildings, and so the whole huge map is rendered until you walk over one of the VIS sectors. On the LE toolbar there is a button to show these sectors why you are in walk around mode.

Actually (I'm referring to M02, the snow mission) I put the spawners practically on the same spot as where you spawn in the real level. Question- are the VIS presets? I deleted a lot of mission-specific instances off of the instances menu (waypoints, spawners, objectives, etc.) and pretty much left only powerups, the terrain, tiles, and transitions. Did I possibly delete it, or is the VIS combined with the terrain?
