
Subject: Mapmaking problem/question...VIS?
Posted by [rnutk](#) on Sat, 24 Jan 2009 11:32:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mapmaking problem/question...VIS?

What causes the effect disappearing the lower objects (like airstrip, heliports, flat concret areas) while going higher with e.g. an heli?

Is this a VIS problem? I read the tutorial...would this be solved with a VIS System of the terrain? ATM I have only VIS for the buildings (not strip)...

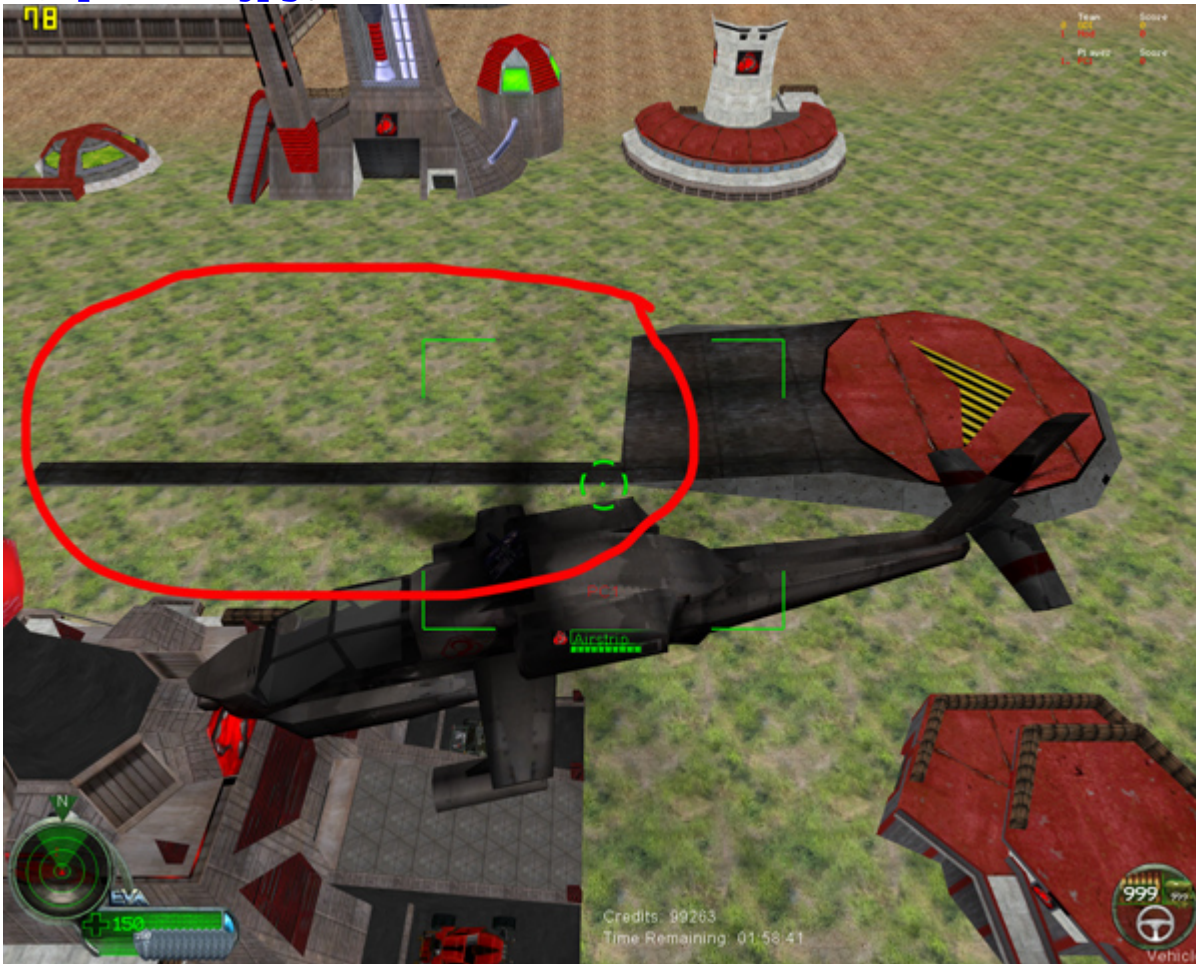
I guess, it would be the same, if i had cut off the ground...

File Attachments

1) [probl1.jpg](#), downloaded 735 times



2) [probl2.jpg](#), downloaded 723 times



3) [probl3.jpg](#), downloaded 748 times

