Jerad Gray wrote on Fri, 02 April 2010 01:50
Reaver11 wrote on Wed, 31 March 2010 02:56Can't you make like four big vis sectors?
(And for flying probably keep one big vissector)
Vis only does for 20 meters above each plane at max, and beings aircraft can get 2000 meters into the air, even shitty vis would use vast amounts of Ram to generate. In addition we would have to be able to generate the pathfind for all 100000000+ meters of the map (as pathfind is a prerequisite of vis).
Vis is thus impossible for rp2.

I'm not trying to be rude or anything I just want to put in some ideas so I'm going for option 6.

The pathfind generator is indeed a requirement to make your vis system. However the generation of the pathfind is not.
I have tried this out on the map field in leveledit.
(Though field is size matter not comparable to RP2)

The max sample height is indeed 20 meters. Yet by adding extra vis planes heigher in the air you can make the vis for flying units.

Though considering the vast size of the RP2 city I doubt vis is easy done. Even with my ideas.
Yet I do realise for me currently its easy talking since I'm not the one modding in RP2. (meaning I dont see the actual situation)

Conclusion:
I think a vis system is possible to be made for RP2 however I do realise this would take vast amounts of time. Probably in terms of months(especially to get it optimized).
Also I have respect for what you guys have made I know it's no easy to pull it off.