Subject: Re: Program something w3d
Posted by CarrierII on Sat, 16 Oct 2010 13:17:42 GMT

Some time ago, I offered to take stab at writing a 64-bit tool for generating VIS data for maps, but I needed more info about the file format before I could get anywhere.

I've decided I could "cheat", and just write a (64-bit) DLL that lets you describe the terrain (by just taking X, Y, Z coordinate arguments for every vertex of every mesh present) then taking zone size info (and the vis clipping distance, which is 300 by default, right?), and using it to calculate visibility info and dumping the info out in a text file or something similar that could then be used to compile the .mix complete with VIS info. If I tried hard enough, I could write one that was technically capable of unlimited size maps (something that the Roleplay2 people might like).

Problems:
1) This approach is slow (the translation to my arbitary format and back again will take ages).

2) I don't quite know how to write VIS algorithms exactly, but I can work round that.

I could also maybe make the computation of the VIS info multithreaded, so it can run a lot faster.

Does anyone want to collaborate with me on this? (Yrr, I'm looking at you here, because you know stuff about the LE <--> MIX conversion process.)