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Subject: Re: Program something w3d  
Posted by [jonwil](#) on Sat, 16 Oct 2010 13:33:50 GMT  
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YRR has left the renegade community.

Also, the actual calculations for VIS (including taking into account all manual VIS points) are likely VERY complex.

If I get some spare time, I might go and take a look at the VIS code since we have already reverse engineered big bits of the physics system for 4.0 which would help with a VIS implementation.

I took a look a while back at the pathfinding code a while back (thinking about a 64 bit tool for that) and basically gave up due to the vast quantities of math code that would need to reverse engineered.

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