Subject: Re: VIS
Posted by Ethenal on Thu, 12 Apr 2012 01:31:23 GMT
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saberhawk wrote on Wed, 11 April 2012 20:06Yes, but we won't be doing it. If you are making a modified version of a map that has VIS and don't want it to have VIS anymore, then delete the VIS data in LevelEdit.
Well my particular application in mind is for mission maps... when flying an Orca (or really doing much of anything), there's lots of VIS glitches because lots of the places weren't intended for anything other than infantry to go. As you said this can be solved with simply deleting the VIS data in LE, but then if I join a server that does not have the same .lsd (obviously) I crash, and as well as if the server has a .lsd with the VIS data removed, all clients without 4.0 crash. Hence my reason for asking.