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Subject: Re: ACK

Posted by [Reaver11](#) on Sun, 24 Mar 2013 14:33:58 GMT

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BoMbZu wrote on Sun, 24 March 2013 06:42 This topic caught my attention, I was wondering what exactly is VIS or are VIS points, and why would calculating them result in a smoother rate of frames.

I tried a Google search but couldnt find anything useful. Just curious

To put it simple VIS=Visibility

It is a system to determine what the computer needs to render from the players position in the map.

Parts of the map that cant be seen from that position wont be rendered thus decreasing load on your system.

That's the simple version of what VIS is.

Manual VIS points are placed in LE to correct for errors that Renegade's Visibility system makes (these points are placed manually!) sadly Ren makes allot of errors.

Errors manifest in disappearance of trees parts of the map, building interiors.

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