

---

Subject: Re: ACK

Posted by [Gen\\_Blacky](#) on Tue, 26 Mar 2013 23:59:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I made a test map with a vis system and had really no problems or time consuming work.

Took me about 45 mins to create this map, make the vis sectors, plus 10 min to generate the vis points (9417).

I had to create a total of 3 manual vis points.

The only reason I had to make any manual points is because I just slapped the vis field in there.

Only about 15% of the generated points were bad and could be reduced.

This map is really basic and had no challenging terrain features, buildings, tunnels, non flying.

Each vis sector was 16 polygons exactly.

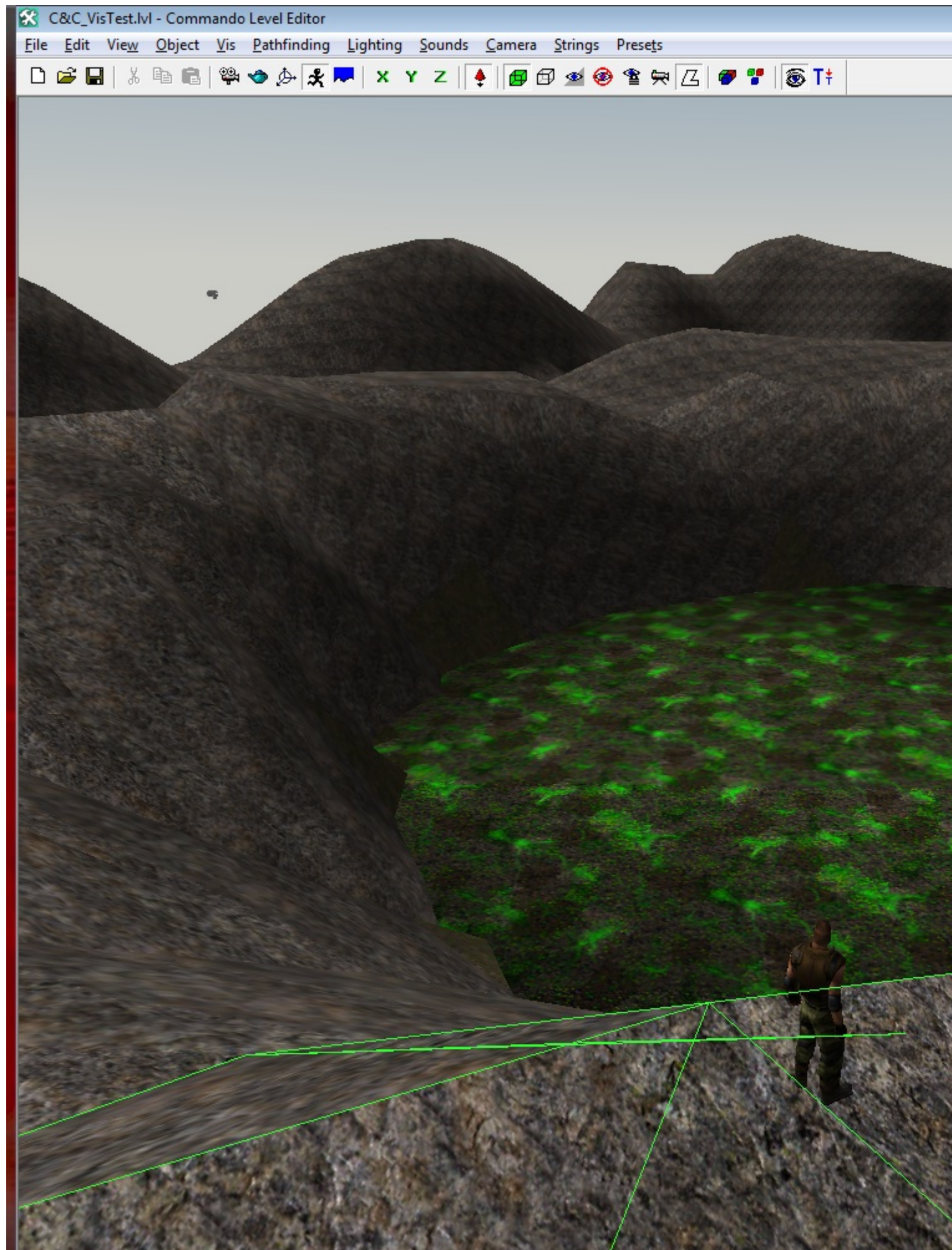
If you design your map with vis in mind it will save you a lot of work.

Toggle Spoiler

---

### File Attachments

1) [vis.jpg](#), downloaded 679 times

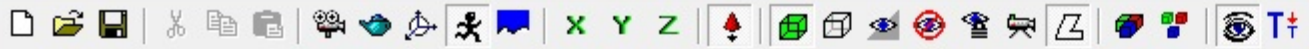


2) [visglitch\\_hill.jpg](#), downloaded 684 times



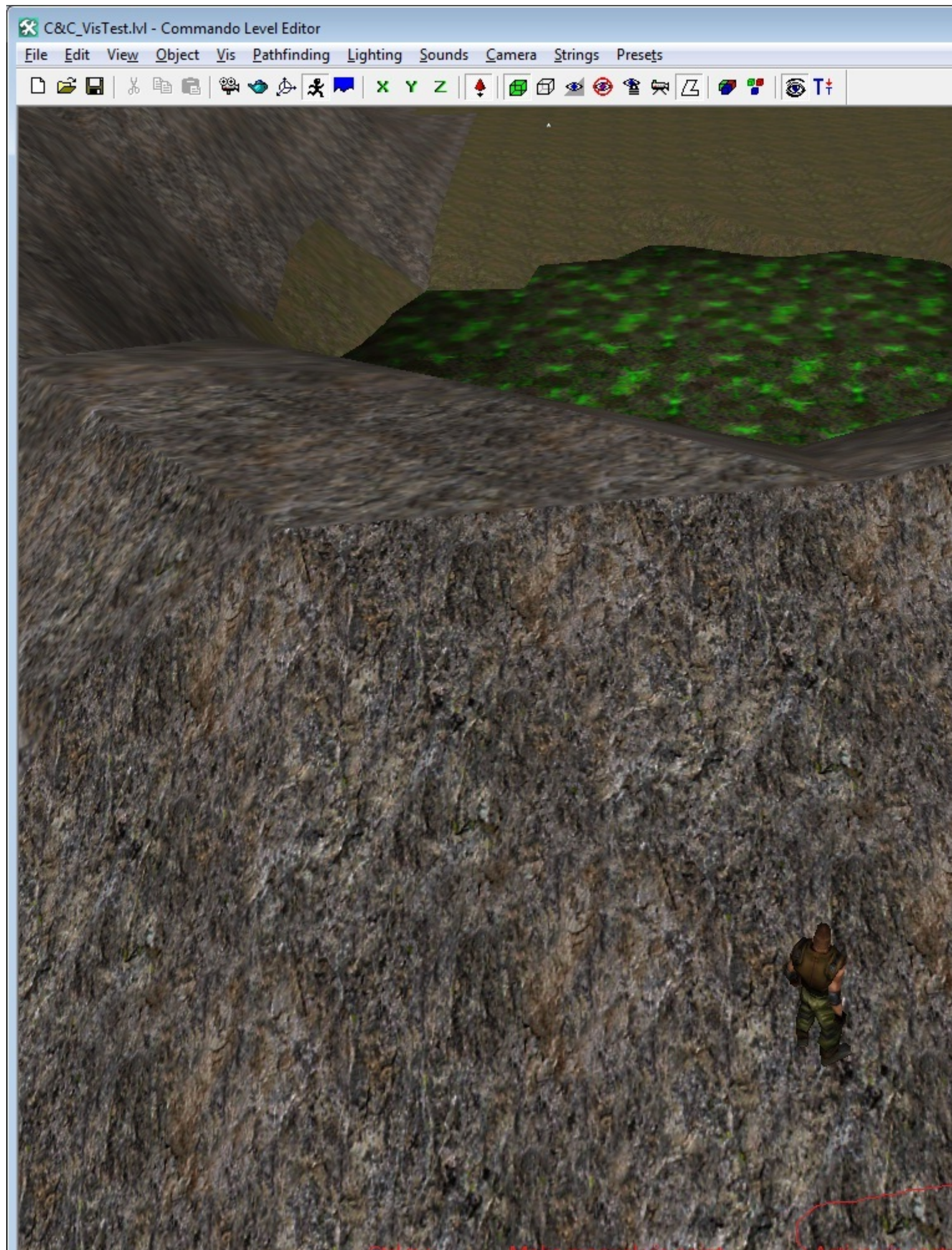
C&C\_VisTest.lvl - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



3) [fixvishill.jpg](#), downloaded 683 times





4) [sectors.jpg](#), downloaded 674 times

