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Subject: Renegade Alert is Released!!

Posted by [Aircraftkiller](#) on Wed, 24 Sep 2003 21:29:09 GMT

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General Havoc I'm not complaining but that level (Zama flying) either has 100% perfect Vis or none at all generated. I'd say the latter as the framerate isn't as high as I would expect (when idle). I'm not saying it doesn't have Vis but from my experience of it you should see at least one Vis glitch somewhere on the map. Vis renders from each sector so I would expect to see at least one especially as it is a flying map where the camera slips out of a sector.

I know the vis was done, but in this level the vis doesn't change much. You can see vast areas from almost anywhere in the level, except underground. Trust me here, this is why the FPS slow downs occur.

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