

---

Subject: what is VIS in w3d settings for?

Posted by [Aircraftkiller](#) on Sun, 22 Feb 2004 17:54:44 GMT

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

---

It's what W3D uses for a visibility sector. Covering your level with these, generally by cloning the accessible terrain and hiding them with vis enabled, will allow W3D to generate vis points that determine what can be seen from different locations.

Sometimes it helps with FPS, and sometimes it's not worth doing at all.

---