
Subject: Quick Question About VIS
Posted by [Anonymous](#) on Fri, 11 Oct 2002 17:30:00 GMT
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I don't know if this was already asked before but I'll still ask the question. The VIS has to be in the exact position of the terrain?code: ^ /\ / ^ \----- /\ ----- }Terrain-----
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}Terrain and VIS

Subject: Quick Question About VIS
Posted by [Anonymous](#) on Fri, 11 Oct 2002 17:47:00 GMT
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I do believe greg said that you don't have to make an exact copy of your terrain and check vis on it. I think he said that you can just use your terrain and check the vis on it and it will work. Check your PM

Subject: Quick Question About VIS
Posted by [Anonymous](#) on Fri, 11 Oct 2002 19:50:00 GMT
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Only where one can walk.

Subject: Quick Question About VIS
Posted by [Anonymous](#) on Sat, 12 Oct 2002 22:07:00 GMT
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Only where one's camera can move. The VIS sectors can be a little below the physical ground, but not above.

Subject: Quick Question About VIS
Posted by [Anonymous](#) on Sat, 12 Oct 2002 22:15:00 GMT
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I've been trying to decide if I should start using Vis for a while now. It seems, to me anyways, that its downsides outweigh its advantages. YSL said that it improves online play speed, but by how much? Is it significant? It seems like a lot of work, it would take me days or even weeks more to get all the manual vis points in place, and I've seen maps with absolutely horrible vis problems. Even some of Westwood's have points where objects pop out of thin air.

Subject: Quick Question About VIS

Posted by [Anonymous](#) on Sun, 13 Oct 2002 06:28:00 GMT

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VIS isnt really hard - it just takes time to set it up. Just depends on how much time you want to spend on it.
