Subject: Optimize Vis Data
Posted by Burn on Fri, 18 Mar 2005 20:29:12 GMT
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Hey, I hate to bother everyone again, but I'd like to know what this is..

In LevelEdit, when I do "Optimize Vis Data", can someone explain to me what exactly I'm 'optimizing'?

Am I compressing the sectors, the vis points, or what?

Thanks.

Subject: Re: Optimize Vis Data
Posted by Slave on Tue, 31 Jul 2007 21:58:25 GMT
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A bump means you drag a topic up for no real purpose.

But the above is pretty much what I am wondering.

Leveledit compresses something, but does this degrade the quality of the vis stuff? Like jpg with a high compression results in a crappy picture.

Subject: Re: Optimize Vis Data
Posted by YSLMuffins on Tue, 31 Jul 2007 22:25:57 GMT
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I believe I've only tried it once, and I think all it does is remove some redundancy in overlapping vis sectors.

Subject: Re: Optimize Vis Data
Posted by Jerad2142 on Wed, 01 Aug 2007 20:49:54 GMT
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YSLMuffins wrote on Tue, 31 July 2007 16:25I believe I've only tried it once, and I think all it does is remove some redundancy in overlapping vis sectors.
That can't be all it does, because I have optimized maps without vis sectors and it still removes and merges 100s of things.