
Subject: Vis Problems (not a how do i do it post)

Posted by [Anonymous](#) on Tue, 05 Nov 2002 22:18:00 GMT

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I've read up on how to do vis for a while now and just got around to doing for the first time. Amazingly, I got wonderful results on my first try with my rather complicated map, Ruins. Everything worked out great, and the small problems I came into I was able to fix with Ctrl + ~. But it's the big problems that have got me stuck. I'm using the Con-Yards from the Buildings.zip, and they seem to have no interior vis data. The outside shows up fine, but the inside is almost completely invisible. No matter how many times I tried, pressing Ctrl + ~ will not bring up the inside. What do I need to do to get them to show up? A thought that I have is remove the CY's from the map, generate Vis again with out them, save, and then reload the map with the CY's back in. But I don't know if reloading the map will erase the vis data all over again. Has anyone had this problem or tried that method? I really don't waste another hour&half generating vis if my plan fails. The settings I used for the Vis were this. Geranity=5 Sample Hight=10 One other problem I had was when I went on the roof a building in the map, everything disappeared on me until I got the roof. Simply moving to the ramp beside the roof made everything come back, and all my Ctrl + ~ attempts were rejected. Any ideas? None of my other rooftop buildings have this problem, just this one. Thanks to all who can help. Vis is worth the time it takes to generate, it made map noticeably faster to me. Triforce

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Posted by [Anonymous](#) on Wed, 06 Nov 2002 06:29:00 GMT

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This is from Greg: Don't bother with edge sampling it was an attempt to get vis to not miss so much stuff. When you model vis sectors, you can go to the properties in max and type in "VisBias=0.5" or whatever and it will sample more on that sector. The "ignore vis bias" makes it not adjust the sampling rate. Basically auto-vis does a sample every n meters and VisBias is multiplied by that value. You could probably just ignore it too... and if you want to be more professional, delete the terrain that is directly under the buildings (you can't see them anyway) and move the vertices to the edges of the buildings. You can see examples in the buildings-setup gmax scene. and finally - what may be your major problem: YSL, the VIS system relies on there *not* being any visible backface polygons in the scene. This was needed so that the algorithm can tell when it is doing a vis sample from a valid point (i.e. a point the player can actually get to) vs a point underneath a mountain, etc. There could be a model in the room you're standing in that is causing the problem. The algorithm sees a backface, assumes a bad sample and doesn't do anything (ending up not adding the refinery to the visible list). You can open up the vis window to see exactly what it is rendering. Backface polygons will be a pinkish color; you can also hold your mouse over the pixels in the window to see what each thing is. (all from Greg ^) hope this helps

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Posted by [Anonymous](#) on Wed, 06 Nov 2002 13:15:00 GMT

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So DESPO objects I placed in the CY could be making it invisible? Just want to make sure I understood all that right...Triforce

Subject: Vis Problems (not a how do i do it post)
Posted by [Anonymous](#) on Wed, 06 Nov 2002 14:51:00 GMT
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quote:Originally posted by Triforce:So DESPO objects I placed in the CY could be making it invisible? Just want to make sure I understood all that right...Triforceit could be

Subject: Vis Problems (not a how do i do it post)
Posted by [Anonymous](#) on Wed, 06 Nov 2002 17:36:00 GMT
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There aren't any VIS sectors inside the ConYard I believe. I need you to describe your problem a bit more clearly--does the interior disappear after generating VIS data and are you sure that the interior actually showed up in the first place?You may also have to manually create your VIS sectors because WW did not finish the ConYards and there are many loose ends to tie up. The VIS sectors for the building interiors are called by a proxy and the current preset that exists for it may not work.

Subject: Vis Problems (not a how do i do it post)
Posted by [Anonymous](#) on Wed, 06 Nov 2002 18:12:00 GMT
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quote:Originally posted by Triforce:I'm using the Con-Yards from the Buildings.zip, and they seem to have no interior vis data. The outside shows up fine, but the inside is almost completely invisible.If it's invisible, it might be a gmax file that doesnt have a interior? maybe thats your problem.

Subject: Vis Problems (not a how do i do it post)
Posted by [Anonymous](#) on Thu, 07 Nov 2002 08:42:00 GMT
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After some experimenting and messing around in the Gmax files, I think I found my problem. There is a Vis Gmax file for the conyards after all, which I forgot to include when I added them to my map. My plan now is to try and call the sectors up using new aggregates and presets, then regenerate Vis data. If that doesn't work, I'll have to add the sectors manually into the Gmax map scene. And yes, the interiors showed up with no problems before I generated vis. It also seems that DESPO items don't mess with vis in my map, I have them everywhere and they didn't cause any problems. Thanks for all your help! I'll post again if I get it work...or not.Triforce

Subject: Vis Problems (not a how do i do it post)
Posted by [Anonymous](#) on Thu, 07 Nov 2002 21:04:00 GMT
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All my Vis problems are gone! I didn't even bother with trying to call up the Vis with an agregate and instead I just put it right into the map, so i would know it load into Level edit. With the missing CY vis sectors in place, and one last auto-gen vis run-through, I got it all to work and export! I even found out that my rooftop vis problem is only in Level Edit, once in game everything shows up where it shoud, so go figure ! Thank you all for your help, it is very much appreciated! With a little more tweeking, I'll finaly be able to call my map finished.Triforce
