
Subject: VIS questions

Posted by [c0vert7](#) on Sun, 24 Dec 2006 16:41:44 GMT

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I did all that vis stuff to make it look nice but when I find spots that have vis glitches in them I make a manual vis point. But every time I find one I will come back to the same spot and another will show up after I make a new vis point.... Now im not sure if this is normal or what. Also is there a way to make sure your Generating VIS worked? I let it go over night but than I woke up and it said it was done and took 6 hrs. And I dont remember if I saved my level and I didnt see any place cameras other than the ones I did.

Any Ideas?

Subject: Re: VIS questions

Posted by [Slave](#) on Sun, 24 Dec 2006 21:27:58 GMT

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i cant really help you on this. but i can tell you the camera's are only for manual vis points. the computer generated information aint visssible with cameras, and if it was, it would be immense.

Subject: Re: VIS questions

Posted by [Jerad2142](#) on Mon, 25 Dec 2006 02:20:03 GMT

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You will have to make it multiple times depending on how many vis sectors you have.

Subject: Re: VIS questions

Posted by [YSLMuffins](#) on Mon, 25 Dec 2006 13:28:04 GMT

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Check to see if you have overlapping vis sectors in the area you're talking about. Do you have a lot of uneven terrain in that area? Try switching to a different camera (like a vehicle camera) while taking manual vis points.

And remember to rebuild the dynamic culling system before each save.

Subject: Re: VIS questions

Posted by [Halo38](#) on Mon, 25 Dec 2006 13:50:20 GMT

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Tip from me:

When you find a vis glitch check all camera angles in that exact spot - look up, down, left, right, all over the place and don't move - in first and 3rd person view for other glitches

In the example in arid below is just 1 spot where I stood and found vis glitches notice that the cameras in the center of the doorway were glitches found in firstperson and the ones circled around that were found 3rd person

Fix your vis data this way and you can be sure that you have completely checked an area before you move on, your much more likly to find all the errors that way

Subject: Re: VIS questions

Posted by [c0vert7](#) on Tue, 26 Dec 2006 05:50:37 GMT

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It seems tho once I make a VIS correction on a glitch I will go over a spot and new one is found... I thought I had the whole gdi base done and when I went ingame I found one small one out of the whole base and I fixed it level edit and its all messed up again so I have millions of cameras now .

Subject: Re: VIS questions

Posted by [Halo38](#) on Tue, 26 Dec 2006 20:48:14 GMT

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c0vert7 wrote on Tue, 26 December 2006 00:50It seems tho once I make a VIS correction on a glitch I will go over a spot and new one is found... I thought I had the whole gdi base done and when I went ingame I found one small one out of the whole base and I fixed it level edit and its all messed up again so I have millions of cameras now .

I fixed 4396 vis errors in Arid, it took me 3 days, wouldn't be suprised if you had to do a similar number, but i'm a real perfectionist so maybe less for the average mapper

Subject: Re: VIS questions

Posted by [c0vert7](#) on Wed, 27 Dec 2006 18:20:27 GMT

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I too am a perfectionist in mapping but nothing else. I still add them when I see them but this is also a flying map which makes it more difficult.

Subject: Re: VIS questions

Posted by [c0vert7](#) on Wed, 27 Dec 2006 18:28:34 GMT

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Now I just thought of this... If VIS is suppose to reduce the ammount of processing time and is suppose to increase performance and less lag and all. Would it make that much difference if u didnt? I mean ur adding how many vis points pretty much covering up the whole map.... and u still have to process almost as much.. Is it really worth all the effort?

Subject: Re: VIS questions

Posted by [Halo38](#) on Wed, 27 Dec 2006 18:40:12 GMT

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c0vert7 wrote on Wed, 27 December 2006 13:28Now I just thought of this... If VIS is suppose to reduce the ammount of processing time and is suppose to increase performance and less lag and all. Would it make that much difference if u didnt? I mean ur adding how many vis points pretty much covering up the whole map.... and u still have to process almost as much.. Is it really worth all the effort?

When you add a manual vis point you don't add another calculation for the engine to do you modify the existing data

vis corrections, aswell as making hidden objects you should be able to see, visible, also fixes hidden meshes that are visible which shouldn't be,

In short vis essential when making a map that pushes the boundaries of what the engine can handel on a simple system, if you make a detailed C&C mode map with the ren buildings vis is almost always essential imo.

Subject: Re: VIS questions

Posted by [YSLMuffins](#) on Wed, 27 Dec 2006 19:59:51 GMT

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c0vert7 wrote on Mon, 25 December 2006 23:50It seems tho once I make a VIS correction on a glitch I will go over a spot and new one is found... I thought I had the whole gdi base done and when I went ingame I found one small one out of the whole base and I fixed it level edit and its all messed up again so I have millions of cameras now .

Yes, it will often take many attempts before the vis data on a map is acceptable.
