Subject: vis sectors in heightfield
Posted by Anonymous on Fri, 21 Feb 2003 19:45:00 GMT
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i generated vis sectors in heightfeild and when i exported the ground wasnt there but i could walk on it??whats the problem do i have to do something to get the ground to show back up?

Subject: vis sectors in heightfield
Posted by Anonymous on Fri, 21 Feb 2003 19:51:00 GMT
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You can't. Heightfield maps have no visibility sectors. Only structures do.

Subject: vis sectors in heightfield
Posted by Anonymous on Fri, 21 Feb 2003 19:58:00 GMT
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Thanks ACK!!So there for i can't use the generate vis if my terrain is made with heightfeild?

Subject: vis sectors in heightfield
Posted by Anonymous on Fri, 21 Feb 2003 20:00:00 GMT
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what should i do for better FPS if i made a map with heightfield?By the way ACK i know your busy but would you like to help test my map out?

Subject: vis sectors in heightfield
Posted by Anonymous on Fri, 21 Feb 2003 21:22:00 GMT
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build dynamic culling system

Subject: vis sectors in heightfield
Posted by Anonymous on Fri, 21 Feb 2003 22:08:00 GMT
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ok i did everything the tutorial said ...including building culling systemso i just discarded the vis and it worked,Now do i have to REDO the culling or am i getting the best FPS possible nowme and a freind tested and we were at 40-60 most of the time but looking into certain objects we were at 20-40 which i wasnt happy withand when in a mammy or a flame i was at 15-20 in the good

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areasthe maps complete in .mix formatif u have sometime i'd love to have u test it Dante!!

Subject: vis sectors in heightfield
Posted by Anonymous on Fri, 21 Feb 2003 23:20:00 GMT
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My experience with Heightfield was the same, Even with Dynamic culling built it has some frame rate problems. GMAX/RENX Terrain is the 0\/\/n4ge!

Subject: vis sectors in heightfield
Posted by Anonymous on Sat, 22 Feb 2003 02:44:00 GMT
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Dunno about fog, i would have thought it would not help the FPS. Generally heightfield maps are small so and have no buildings so i wouldn't expect much movement in the fps. As Dante said, build the dynamic culling system, this does what you want the fog to do basically. It culls the polygons that are not in view or that will never be seen. Make sure you save the map before you do it. On my machine if i don't do it correctly it tends to crash.

Subject: vis sectors in heightfield
Posted by Anonymous on Sat, 22 Feb 2003 12:45:00 GMT
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should i not do anything then?....and will fog help(seeing that it doesnt have to render the objects/terrain in the distance?)