Subject: VIS thingy
Posted by mrÃ£Ã§Ä·z   on Sun, 06 Jul 2008 09:05:15 GMT
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Could you guys fix that when your up somewhere you will still see the terrain?

Subject: Re: VIS thingy
Posted by Ghostshaw on Sun, 06 Jul 2008 09:12:20 GMT
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You mean like if your really high that you can't see the ground anymore?

Or do you mean the weird glitch that when your on top of a level some times the ground under you disappears?

First can probably be fixed by making the line of sight configurable. The second is probably cause no VIS was calculated for that altitude. Doubt we can fix that and we don't really have too as your not suposed to be able to get there.

Subject: Re: VIS thingy
Posted by mrÃ£Ã§Ä·z   on Sun, 06 Jul 2008 09:18:46 GMT
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Quote:Or do you mean the weird glitch that when your on top of a level some times the ground under you disappears?

yes

Subject: Re: VIS thingy
Posted by Veyrdite on Mon, 07 Jul 2008 06:07:51 GMT
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How bout a console command to change render distance (Line of sight) and another to enable/disable VIS calculations.

Subject: Re: VIS thingy
Posted by Ghostshaw on Mon, 07 Jul 2008 06:21:01 GMT
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VIS calculations are done in LevelEdit and you can't disable them. And the problem with line of Sight is that if it gets too big stuff starts getting rendered wrong.

Subject: Re: VIS thingy
Posted by Veyrdite on Mon, 07 Jul 2008 07:38:19 GMT
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Ghostshaw wrote on Mon, 07 July 2008 16:21VIS calculations are done in LevelEdit and you can't disable them. And the problem with line of Sight is that if it gets too big stuff starts getting rendered wrong.
Things probably get rendered incorrectly because you need to set the LOD and rendering distances in different parts of the code as well.

Subject: Re: VIS thingy
Posted by saberhawk on Mon, 07 Jul 2008 07:58:54 GMT
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Dthdealer wrote on Mon, 07 July 2008 02:38Ghostshaw wrote on Mon, 07 July 2008 16:21VIS calculations are done in LevelEdit and you can't disable them. And the problem with line of Sight is that if it gets too big stuff starts getting rendered wrong.
Things probably get rendered incorrectly because you need to set the LOD and rendering distances in different parts of the code as well.

No, it has to do with lack of precision in the depth buffer when the difference between possible values is large.