
Subject: VIS

Posted by [Ethenal](#) on Thu, 12 Apr 2012 00:48:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Would it be possible to add a client-side console command (although server-side would be fantastic for mission maps, but that isn't really my point) to enable/disable VIS? I know Sir_Kane knew how to do it, but that may not have much relevance...

Subject: Re: VIS

Posted by [saberhawk](#) on Thu, 12 Apr 2012 01:06:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes, but we won't be doing it. If you are making a modified version of a map that has VIS and don't want it to have VIS anymore, then delete the VIS data in LevelEdit.

Subject: Re: VIS

Posted by [Ethenal](#) on Thu, 12 Apr 2012 01:31:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

saberhawk wrote on Wed, 11 April 2012 20:06: Yes, but we won't be doing it. If you are making a modified version of a map that has VIS and don't want it to have VIS anymore, then delete the VIS data in LevelEdit.

Well my particular application in mind is for mission maps... when flying an Orca (or really doing much of anything), there's lots of VIS glitches because lots of the places weren't intended for anything other than infantry to go. As you said this can be solved with simply deleting the VIS data in LE, but then if I join a server that does not have the same .lsd (obviously) I crash, and as well as if the server has a .lsd with the VIS data removed, all clients without 4.0 crash. Hence my reason for asking.

Subject: Re: VIS

Posted by [saberhawk](#) on Thu, 12 Apr 2012 02:58:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

That's because Renegade wasn't designed to handle two different maps that are named the same. What you *should* be doing is naming your modified version something different.

Subject: Re: VIS

Posted by [Ethenal](#) on Thu, 12 Apr 2012 06:16:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

saberhawk wrote on Wed, 11 April 2012 21:58: That's because Renegade wasn't designed to handle two different maps that are named the same. What you *should* be doing is naming your

modified version something different.

No, I'm saying instead of requiring any map editing at all, a console command would solve the problem entirely without necessarily requiring it for anybody else. I assume it wouldn't be THAT difficult to do, but I'm not on the TT team and do not know the intricacies of what I am asking, so I was hoping someone here could enlighten and maybe help me.

Subject: Re: VIS

Posted by [StealthEye](#) on Thu, 12 Apr 2012 06:42:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

I don't see why you should get a crash with a modified .lsd... As long as the object IDs of other objects do not change everything should be fine. As far as I know, nothing related to VIS is sent via the netcode, so the server and client shouldn't even notice they use a different version.

Subject: Re: VIS

Posted by [Ethenal](#) on Thu, 12 Apr 2012 14:43:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

StealthEye wrote on Thu, 12 April 2012 01:42I don't see why you should get a crash with a modified .lsd... As long as the object IDs of other objects do not change everything should be fine. As far as I know, nothing related to VIS is sent via the netcode, so the server and client shouldn't even notice they use a different version.

That was very much my thoughts too... however, joining TurboDM just causes me to freeze (which drops the connection) and I don't think it generally goes anywhere until I manually end the process.

Subject: Re: VIS

Posted by [StealthEye](#) on Thu, 12 Apr 2012 15:43:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Are you sure there is not something else causing this? Does the map work if you run it in 1p LAN?
