Subject: Mission 'All Brains, No Brawn' mesh occlusion/culling problem
Posted by Omar007 on Thu, 29 Jan 2015 21:01:39 GMT

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When you have to escort Mobius back to the surface, you reach an area where you can enter the bathrooms.
This bathrooms are not rendering properly until you walk completely into them.
Toggle Spoiler

If you then walk back out of them, the area you came from is rendering incorrectly.
Toggle Spoiler

Save file of the area in question attached as well.

File Attachments
1) Screenshot.2.png, downloaded 794 times

+020

2) Screenshot.4.png, downloaded 758 times

59

+020

3) `quicksaveB.sav`, downloaded 220 times

Subject: Re: Mission 'All Brains, No Brawn' mesh occlusion/culling problem
Posted by jonwil on Thu, 29 Jan 2015 21:27:17 GMT
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That looks to me like its a vis glitch.

Subject: Re: Mission 'All Brains, No Brawn' mesh occlusion/culling problem
Posted by dblaney1 on Thu, 29 Jan 2015 21:58:14 GMT
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jonwil wrote on Thu, 29 January 2015 14:27That looks to me like its a vis glitch.

I agree. Definitely a vis issue.

Subject: Re: Mission 'All Brains, No Brawn' mesh occlusion/culling problem
Posted by jonwil on Sun, 15 Feb 2015 11:11:51 GMT
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This looks like a vis issue and not something we can do anything about as far as I can see.