
Subject: Vis and Teleporters????
Posted by [Halo38](#) on Tue, 15 Apr 2003 15:55:16 GMT
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Just thought about an issue with teleporters...

If you have a teleporter in a generated vis sector teleport you to an ungenerated vis sector will you see nothing for a split second while ren generates the relevant meshes???

Subject: Vis and Teleporters????
Posted by [Deafwasp](#) on Tue, 15 Apr 2003 16:12:19 GMT
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a split second? who cares.

Cheers!

Subject: Vis and Teleporters????
Posted by [Halo38](#) on Tue, 15 Apr 2003 17:49:51 GMT
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:rolleyes:

Subject: Vis and Teleporters????
Posted by [SomeRhino](#) on Tue, 15 Apr 2003 23:27:23 GMT
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More than likely you'll see the meshes textured with the WS logo while the textures load for a split second if the area hasn't been buffered recently.

Subject: Vis and Teleporters????
Posted by [maytridy](#) on Wed, 16 Apr 2003 00:31:06 GMT
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SomeRhino is correct, you do see the WS logo, instad of the textures. As the benchmark tests proved, multi textures cause more lag than polys.
