Subject: How do I use VIS?
Posted by Sanada78 on Fri, 25 Apr 2003 09:44:51 GMT
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I have heard about this thing called VIS (Visual Rendering) and I was wondering how do I use it? It's meant to help slower computers by dropping the detail of objects when you reach a certai distance from them (I think). I just need to know how to apply this, do I do it in RenX on Level Edit?

Subject: How do I use VIS?
Posted by ArUsH4nII on Fri, 25 Apr 2003 10:00:09 GMT
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never heard of dat be4, where did u find it....... can u post the url please?

then i might be able to help

Subject: How do I use VIS?
Posted by Sanada78 on Fri, 25 Apr 2003 10:04:52 GMT
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No, this was something ACK told me about.

Subject: How do I use VIS?
Posted by General Havoc on Fri, 25 Apr 2003 10:18:05 GMT
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There are some tutorials out there that were posted by Ajab but you will need to search this forum for them. Also Aircraftkiller has posted some stuff about vis. Basically it optimises what you see in renegade and increases overall framerate. According to Greg Hjelstrom vis is not needed in a lot of maps.

The thing about the detail is called LOD (Level Of Detail) and is used on the 3D models such as vehicles to drop the detail of the object when the game is set to a lower detail setting.

Reducing the abount of materials you have used in one single area or object can also increase your framerate. As testing showed, polygones don't have that much affect on performance. It is the materials used that cause the framerate to drop and also things like particles.

_General Havoc

Subject: How do I use VIS?

Posted by [ArUsH4nII](#) on Fri, 25 Apr 2003 11:04:33 GMT
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oh, ok

Subject: How do I use VIS?
Posted by [ArUsH4nII](#) on Fri, 25 Apr 2003 11:08:16 GMT
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oh, ok

Subject: How do I use VIS?
Posted by [JRPereira](#) on Fri, 25 Apr 2003 17:05:10 GMT
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vis is extremely important for improving the performance of maps. If I was to release Colusssus 2: Revisited without the vis optimization, it would lag horribly, simmilar to the first Colossus 2. Simmilarly, I could probably make use of the vis optimization to make the original Colossus 2 run quite well (although it would take a lot of time to do).

vis optimization basically revolves around dividing your map into sections, of which only some get displayed at any given time -- this means while you're at the GDI base, usually the Nod base doesn't get rendered and therefore there's a lot of processing now available for your surroundings (the section you're in). If done properly, you can use this allow yourself more detail in your maps (both polys and texturing/effects).

The sections are usually made up of all the surfaces on the map that can be traversed - ie ground (and layered every few player heights or so for maps with aircraft). Included with the mod tools, is the gmax file for the hourglass map, and it has a layer of vis objects (usually flat 1x1 planes) all around it. Each object (that's set for vis in the w3d options), tells the level editor to sample this area, to see what should be shown and what should be hidden (ie only render what's in view).

When done properly, the vis objects should break up the map in such a way that for the most part, objects that aren't in view aren't rendered, and objects in view -are-.

After you've placed your vis object and 'made' the map in the editor, you'll need to do a few things to set up the map. It's explained in the documentation for the editor:

(the next few steps may not be required for the vis generation, but will probably be required for most maps)

(1) Place the human pathfind generator (Editor Objects -> Pathfind Generator -> Human) somewhere on the map (Generally on a ground surface you can walk on. If you have seperate ground surfaces that can't be accessed by simply walking over to them, you'll need to place more pathfind generators on the map (be careful to make sure that if you DO place multiple human pathfind generators, that the seperate ground surfaces simply CANNOT be reached by each other

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- otherwise you'll be generating double the amount of data required).

previous pathfinding information and give you a clean slate to start with.

that reads the map and defines how AI-controlled players/vehicles/etc can move around the map

do.

with.

the Vis data, and also will fix any physically transparent objects on the map (an occasional problem where the level editor misreads the w3d settings in the models used on the map).

are used to control what to show and what to hide based on the areas defined by the vis objects you placed on the map.

(9) Doorways, small areas, and sharp corners generally are an exception, and will require manual vis points. To place a manual vis point (from what I remember), maneuver to an area where an object isn't showing when it should be, and press ctrl+~ (the tilde key to the left of the 1 key). The area should (usually) be resampled and the object should appear.

Yes I know this is a messy tutorial but it should at least give a general understanding of how it

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Subject: How do I use VIS?
Posted by Sanada78 on Sat, 26 Apr 2003 02:22:39 GMT
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Thanks.

Subject: How do I use VIS?

Posted by JRPereira on Tue, 29 Apr 2003 07:12:31 GMT

I've added a slightly updated version of the aforementioned tutorial to my level editor tutorial:

http://pjrp.unleashed.ws/?content=gamemods/renegade_commtut