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Subject: what is VIS in w3d settings for?

Posted by [Goltergaul](#) on Sun, 22 Feb 2004 17:17:51 GMT

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hi i know what vis is for in the renegadeeditor but what does the option in the gemax w3d settings change if I check it?

Gaul

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Subject: what is VIS in w3d settings for?

Posted by [Aircraftkiller](#) on Sun, 22 Feb 2004 17:54:44 GMT

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It's what W3D uses for a visibility sector. Covering your level with these, generally by cloning the accessible terrain and hiding them with vis enabled, will allow W3D to generate vis points that determine what can be seen from different locations.

Sometimes it helps with FPS, and sometimes it's not worth doing at all.

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Subject: what is VIS in w3d settings for?

Posted by [Goltergaul](#) on Sun, 22 Feb 2004 19:38:01 GMT

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ah thx

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