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Subject: Re: Changelist for scripts.dll 4.0

Posted by [saberhawk](#) on Sun, 22 Jun 2008 19:38:33 GMT

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Naamloos wrote on Sun, 22 June 2008 12:37

Ok, I just want to be sure here. This is basically VIS without having to manually set up VIS sectors? If so, exactly what "objects" are affected by this? Terrain, characters, vehicles, projectiles, particles? And how well has this been tested?

It culls by first attempting to draw the AABB (worldbox?) of a PhysClass onto the already drawn scene with color and depthbuffer writes off. It then counts the pixels that would have been rendered, if above 0 it would draw the object regularly. It'd cull basically anything you can set a physics type on. However, it's not ment as a complete replacement for VIS, and depending on how the map is set up may cull very little.

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