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Subject: Vis Points

Posted by [Burn](#) on Mon, 14 Mar 2005 20:02:55 GMT

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Hey, everyone's familiar with Vis (visability) points and stuff, right?

Well, I have a quick question regarding manual vis points under the Editor Objects in LevelEdit, I noticed there was a Manual Vis Point "Default" that I can put on my map. I also realized that that camera that I now had on my map by making that manual vis point was also on the default Renegade maps.

So I'm wondering, does my "discovery" have any effect at all on the FPS of the players in the game, or do all vis points HAVE TO be made in Gmax?

Thank ya.

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Subject: Vis Points

Posted by [YSLMuffins](#) on Mon, 14 Mar 2005 23:46:46 GMT

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See my VIS tutorial here.

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Subject: Vis Points

Posted by [Burn](#) on Mon, 14 Mar 2005 23:57:31 GMT

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Yeah, I read that on renhelp.co.uk- it's a great tutorial.

I understand that manual vis points are used to fix vis glitches, but I couldn't find anywhere on your tutorial the answer to my question- it's that if manual vis points can be used alone, or does there have to be vis points already on there.

I'll keep reading though...

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Subject: Vis Points

Posted by [YSLMuffins](#) on Tue, 15 Mar 2005 00:02:36 GMT

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No, don't use manual VIS points alone, you'll screw up the visibility in a sector, as in you'll have to manually define ALL visible objects in a sector in ALL directions. That's why the auto-generate vis process takes so long, it's doing a whole bunch of manual vis points.

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Subject: Vis Points

Posted by [Burn](#) on Tue, 15 Mar 2005 01:16:50 GMT

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Ah, that helps a lot. Thank you for your time.

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