Posted by Anonymous on Tue, 14 Jan 2003 20:47:00 GMT
View Forum Message <> Reply to Message

Right.I havent got the official poop on how the vis panels work but from what i gather.....the vis panels make it possible to turn off the rendering of interior textures when you are on the outside of a building that is in your viewable area and turns off rendering of everything not viewable outside when you are inside a building.If you set vis and dynamic culling up properly it will greatly reduce the hit on your processor and video adapter which in turn gives you a better FPS rate.correct me if i'm wrong here guys....There are tutorials about setting up vis and your dynamic culling system somewhere......i just cant remember where i saw them.....anyone know where these tutorials are?If anyone can find them post a link to it in this topic so that everyone can find it again.Eric. [January 14, 2003, 20:49: Message edited by: SGT.May]