
Subject: Visibility explanations, otherwise known as VIS explanations

Posted by [Anonymous](#) on Tue, 24 Dec 2002 10:09:00 GMT

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I dont know if you'll answer this because im a madcow but here is my list of questions regarding your tutorial.1. When autogenerating vis i set granularity to 8 as you discussed but there are options at the bottom do i need to click any of those for best results.2. My map has a center mountain with a floor circling all the way around it. I believe you stated previously that there should be a vis sector surrounding the mountain correct? 2-2. If 2 is correct Should i clone the floor the mountain sits on and sepearate every 10 meters.or should the vis layer around the mountain not touch and or go through the mountain for best results.3. Is there a chart or significance to the color codes in the vis window? (i notice bacface is always gray.)4. Im having trouble locating information on how to fix the backface overflow. my hon top layer disappears when walking up middle ramp and i cannot place a manual vis point due to backface overflow rejected. When looking in the vis window the backface is gray and seems to be the outside of the window and in some spots the backface seems to be the box barrier around the map i use for the mountains around the map.5.I dont seem to have an option in the vis menu to display vis sectors. Can u tell me where that option is please. In conclusion i'll say answer these or not the post helped my fps greatly about a 5 to 10 times increase thanks. [December 24, 2002, 12:31: Message edited by: Cowick]
