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Subject: Vis Problems (not a how do i do it post)

Posted by [Anonymous](#) on Thu, 07 Nov 2002 08:42:00 GMT

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After some experimenting and messing around in the Gmax files, I think I found my problem. There is a Vis Gmax file for the conyards after all, which I forgot to include when I added them to my map. My plan now is to try and call the sectors up using new aggregates and presets, then regenerate Vis data. If that doesn't work, I'll have to add the sectors manually into the Gmax map scene. And yes, the interiors showed up with no problems before I generated vis. It also seems that DESPO items don't mess with vis in my map, I have them everywhere and they didn't cause any problems. Thanks for all your help! I'll post again if I get it work...or not. Triforce

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