Subject: Vis Problems (not a how do i do it post)
Posted by Anonymous on Wed, 06 Nov 2002 06:29:00 GMT

This is from Greg:Don't bother with edge sampling it was an attempt to get vis to not miss so much stuff. When you model vis sectors, you can go to the properties in max and type in "VisBias=0.5" or whatever and it will sample more on that sector. The "ignore vis bias" makes it not adjust the sampling rate. Basically auto-vis does a sample ever n meters and VisBias is multiplied by that value. You could probably just ignore it too...andIf you want to be more professional, delete the terrain that is directly under the buildings (you can't see them anyway) and move the vertexes to the edges of the buildings. You can see examples in the buildings-setup gmax scene.and finally - what may be your major problem:YSL, the VIS system relies on there *not* being any visible backface polygons in the scene. This was needed so that the algorithm can tell when it is doing a vis sample from a valid point (i.e. a point the player can actually get to) vs a point underneath a mountain, etc.There could be a model in the room you're standing in that is causing the problem. The algorithm sees a backface, assumes a bad sample and doesn't do anything (ending up not adding the refinery to the visible list).You can open up the vis window to see exactly what it is rendering. Backface polygons will be a pinkish color; you can also hold your mouse over the pixels in the window to see what each thing is.(all from Greg ^)hope this helps