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

Posted by [Anonymous](#) on Tue, 05 Nov 2002 22:18:00 GMT

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I've read up on how to do vis for a while now and just got around to doing for the first time. Amazingly, I got wonderful results on my first try with my rather complicated map, Ruins. Everything worked out great, and the small problems I came into I was able to fix with Ctrl + ~. But it's the big problems that have got me stuck. I'm using the Con-Yards from the Buildings.zip, and they seem to have no interior vis data. The outside shows up fine, but the inside is almost completely invisible. No matter how many times I tried, pressing Ctrl + ~ will not bring up the inside. What do I need to do to get them to show up? A thought that I have is remove the CY's from the map, generate Vis again without them, save, and then reload the map with the CY's back in. But I don't know if reloading the map will erase the vis data all over again. Has anyone had this problem or tried that method? I really don't want to waste another hour and a half generating vis if my plan fails. The settings I used for the Vis were this: Geranium=5 Sample Height=10 One other problem I had was when I went on the roof of a building in the map, everything disappeared on me until I got the roof. Simply moving to the ramp beside the roof made everything come back, and all my Ctrl + ~ attempts were rejected. Any ideas? None of my other rooftop buildings have this problem, just this one. Thanks to all who can help. Vis is worth the time it takes to generate, it made the map noticeably faster to me. Triforce

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