Posted by Anonymous on Wed, 30 Oct 2002 16:17:00 GMT
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Are your VIS sectors all separate meshes? Try making sure your VIS sectors are relatively
vertical--they don't have to be perfectly flat. It might also help to have some VIS sectors extend
beyond where a player can not move to, to help deal with the fact that the camera can move to
places where the player can not. For example, have the VIS sector extend partially further behind
a tunnel wall.