Subject: Will terrain reflection effects cause vis problems?
Posted by Anonymous on Thu, 24 Oct 2002 20:14:00 GMT
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quote:Originally posted by SomeRhino:I stole this idea from the old Mechwarrior 2. It's a mirrored clone along the Y axis of my terrain underneath a translucent sheet of ice to give it a nice reflection effect. My question is, will doing this cause problems with vis sectors? Thanks.http://mods.cncrenega de.com/somerhino/reflecttest.JPGI would say, Yes. Because VIS won't know if you're on the other side of the object or not. So if you have any collisions on it, you will not be able to see through it.Suggestion. Make the mesh come out of the surface just a little bit so that VIS will load the tiny corners and thus if the whole object is 1 mesh it will load the whole object.The reason for my guess is this: Since you have a mesh, the VIS information does not know if your mesh is transparent. It just goes by the meshes it sees.