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Subject: Simple VIS tutorial for the curious

Posted by [Anonymous](#) on Sat, 10 Aug 2002 19:30:00 GMT

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I didn't quite understand what exactly the problem you described, but there isn't anything wrong with VIS - it's just tricky to get it working. The VIS sample is based on where the camera is located, not the actual unit (-:-), which is why you can notice objects flashing in and out of visibility as you stand in place but move the mouse around. The auto generate vis is not perfect and that is why we have manual vis points. Let me describe a small example. <http://www.renegademods.info/users/YSLMuffins/VISExample.JPG> Ok, of course the VIS sectors (shown in green) will not be spaced apart like that, but I'm making it really fast. See, the invisible barrier (blue) blocks the tank (purple) from moving past the cliff, but that is not where the VIS sectors should stop. Since the tank is facing east, the camera (black) has actually moved off the cliff! Therefore, there must be VIS sectors in those locations although the unit cannot actually move there. If not, you will find objects that turn invisible and you will also find that you will get a VIS sample rejected error when facing that direction. So if you are getting "No VIS Sector found", based on where the camera is currently stationed it cannot find a VIS sector, although the unit may actually be standing on the VIS sector. [ August 10, 2002, 19:34: Message edited by: YSLMuffins ]

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