
Subject: Help! VIS won't work.

Posted by [General Havoc](#) on Sat, 07 Jun 2003 09:25:47 GMT

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Yeah to me that looks like a vis plane glitch. As far as i know each vis sector must be one polygone only and not attached to anything else. Refer to the gmax version of hourglass. It may sound a mamoth task but isn't too bad. Make a copy of every part of terrain you can walk over then hide everytjhing else on the map. Select a part of your terrain and make sure it's an editable mesh. delete a few polygons from that mesh big enough to be a vis plane (see hourglass for referance on size). Then as you delete them make sure you keep the isolated verticies. Use the make polygone tool and create one big polygone from the bits you deleted. Remove any spare vertexes that lie inside the polygon and are not connected to any adjacent edges. Also i'm not certain but i red somewhere that the vis planes should be below the terrain a certain distance. I may write a tutorial soon on making the vis planes.

_General Havoc
