
Subject: Playing Manual Vis Points For Flying Maps
Posted by [Titan1x77](#) on Mon, 09 Jun 2003 22:32:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes...Just make it so many segments and then explode them or manually seperate them.....prob segments the size of a building.

Havent done a flying VIS map yet....But I'd assume you'd do something like that....From what ive seen of your map have about 30-40 secotrs on each side of the mountain 10 meters apart from each other....

Read The new renhelp....it tells you to name it Vis_Emis and export to your level folder.

Each layer should be broken into 70-80 sectors...or more Depending on how big the map is....My last map which was small had 400 total...From top to bottom...but it wasnt flying...it had moutains and tunnels that needed sectors..

If your map is flat....just clone all the terrain and raise it every 10 meters...Everywhere your gonna fly.
