
Subject: C&C_Wasteland Released

Posted by [YSLMuffins](#) on Wed, 09 Jul 2003 18:27:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

Don't set the Granularity to 2, that's way to small. Try 5.

But before you do that, go back in gmax and check your VIS sectors--make sure they extend PAST physical barriers because in reality, it's where the camera is that's important, not the unit.

Say the camera is pushed against a wall that slants at a 90+ degree angle--the VIS sector has to extend past the wall in order to compensate for the camera position. Make sense? If not I can draw you a picture.

And try lowering all your VIS sectors 2 meters below the ground. I don't know why WW did it for the map in general but not for their buildings, but it must help for something.

And after the auto-generating VIS is done, walk around the map and check for VIS glitches. When you see them, hit CTRL + ~ to force a manual VIS sample. That should fix the glitch. Also, try choosing between different cameras, so you can walk around the map in "vehicle mode".
