I've been mapping for Renegade for nearly 5 years. VIS is a system that takes polygons that are unseen by the player (for example the interior of a structure when you are outside of it) and hides them to increase the performance of the game.

However, since the game automatically generates the VIS data, it doesn't always get all the camera angles set up 100% correctly. Sometimes the game will think there is something that isn't seen and should be hidden even though it is right in plain sight. This is what I was calling a VIS error. When things on the map disappear because the game thinks you are in a spot that you shouldn't be able to see them. However, these errors can be easily fixed if the mapper takes a VIS sample in Level Editor of the target camera angle, which it then recomputes it into showing what should be shown from that angle. The problem with this is that there are hundreds of these errors when VIS is first set up, and to a mapper who isn't that attentive, these sorts of errors will unfortunately make it to the final version of the map.

That is why if you somehow get an orca onto a non-flying map like Under or Field, you will see a bunch of things on the map disappear at certain angles. Because VIS wasn't set up from any angles that can't be reached by ground vehicles. The fact if they are blue errors really depends on the time of day the map takes place in. The same goes for blue hell, as it isn't always blue but rather representative of the time of day in the map.

So this error is a mapper error, not a scripts flaw. Scripts have absolutely nothing to do with any visuals in Renegade in any way, shape, or form.