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Subject: Mapmaking problem/question...VIS?  
Posted by [rutk](#) on Sat, 24 Jan 2009 11:32:43 GMT  
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Mapmaking problem/question...VIS?

What causes the effect disappearing the lower objects (like airstrip, heliports, flat concret areas) while going higher with e.g. an heli?

Is this a VIS problem? I read the tutorial...would this be solved with a VIS System of the terrain? ATM I have only VIS for the buildings (not strip)...

I guess, it would be the same, if i had cut off the ground...

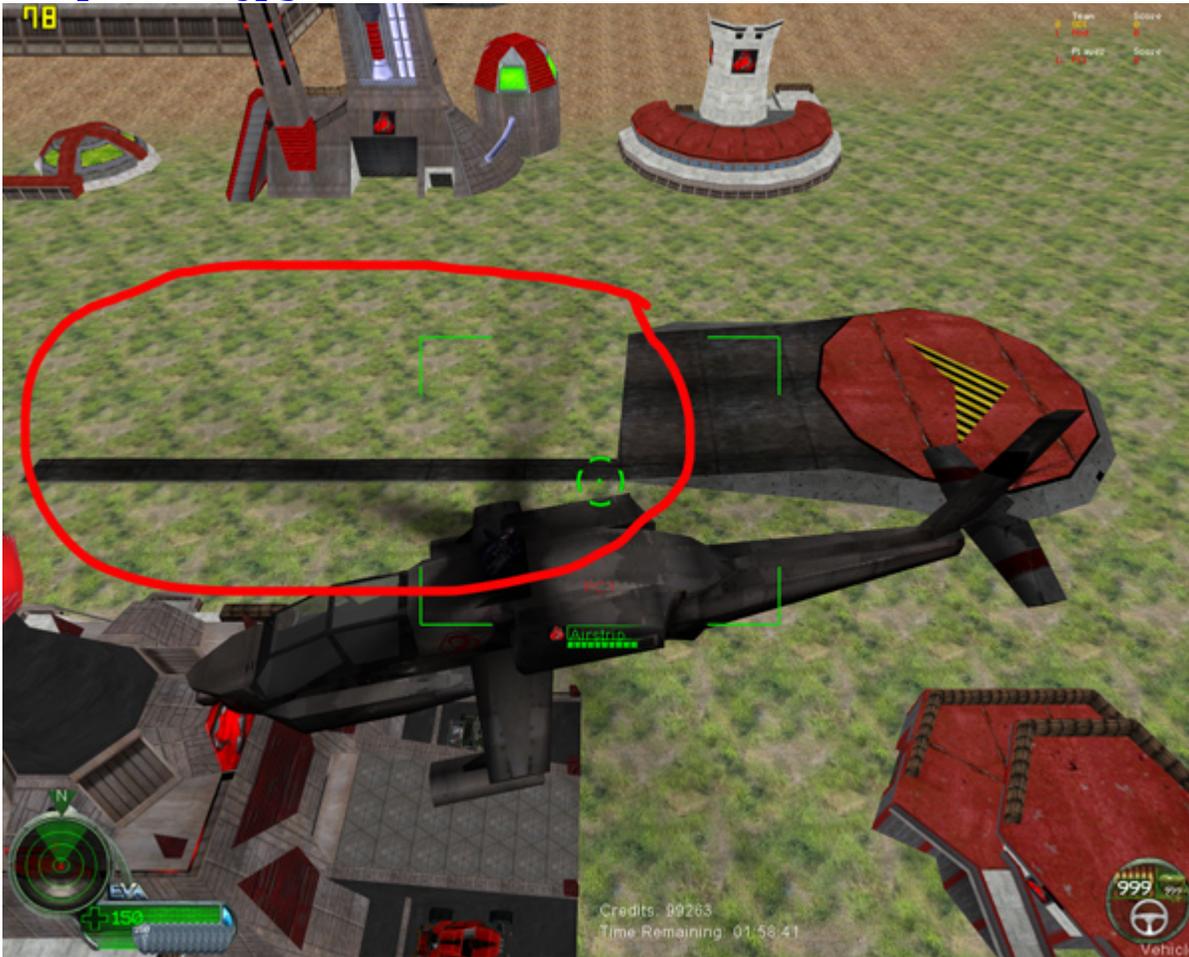
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### File Attachments

1) [probl1.jpg](#), downloaded 643 times



2) [probl2.jpg](#), downloaded 634 times



3) [probl3.jpg](#), downloaded 656 times

