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Subject: Re: Collecting map issues for a possible set of fixed maps

Posted by [Jerad2142](#) on Fri, 25 Nov 2011 21:51:24 GMT

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That bottom pic your vehicle camera is actually going through the bottom of the bridge (makes me sad that ren's vehicle cameras don't seem to be constrained by meshes that fall below the vehicle camera's height, maybe TT team could fix that?).

Being the camera is up inside the bridge, I'd assume it's either outside of a vis zone, or is actually up inside the vis zone for objects that are on top of the bridge.

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