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Subject: Re: ACK

Posted by [Ani](#) on Mon, 25 Mar 2013 05:36:02 GMT

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Are manual placements actually necessary? Why can't some of the advanced coders Renegade has to offer be able to fix and/or optimize the VIS algorithms?

I'm not a map designer, coder or any of that but what would be the problem if we just had VIS points uniformly placed throughout the entire map. There wouldn't be dead zones where shit wouldn't load, and if i'm not mistaking using this method would probably drastically cut down the times for calculating the zones?

Then again, knowing all the shitty limitations that Renegade has, this might not be possible.

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