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Subject: Re: ACK

Posted by [Gen\\_Blacky](#) on Tue, 26 Mar 2013 23:59:46 GMT

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I made a test map with a vis system and had really no problems or time consuming work. Took me about 45 mins to create this map, make the vis sectors, plus 10 min to generate the vis points (9417).

I had to create a total of 3 manual vis points.

The only reason I had to make any manual points is because i just slapped the tib field in their.

Only about 15% of the generated points were bad and could be reduced.

This map is really basic and had no challenging terrain features, buildings, tunnels, non flying.

Each vis sector was 16 polygons exactly.

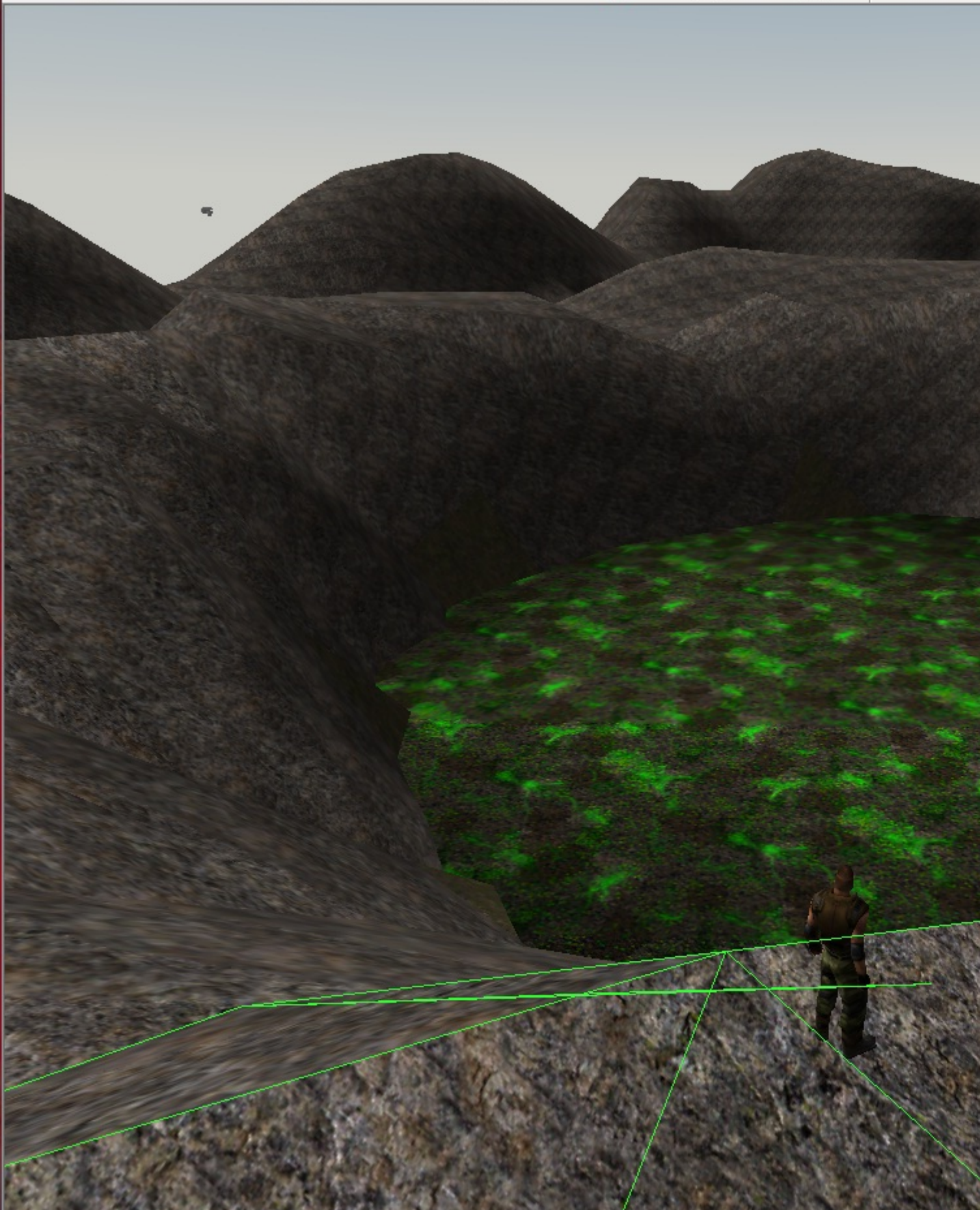
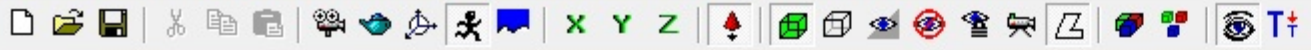
If you design your map with vis in mind it will save you a lot of work.

Toggle Spoiler

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## File Attachments

1) [vis.jpg](#), downloaded 475 times

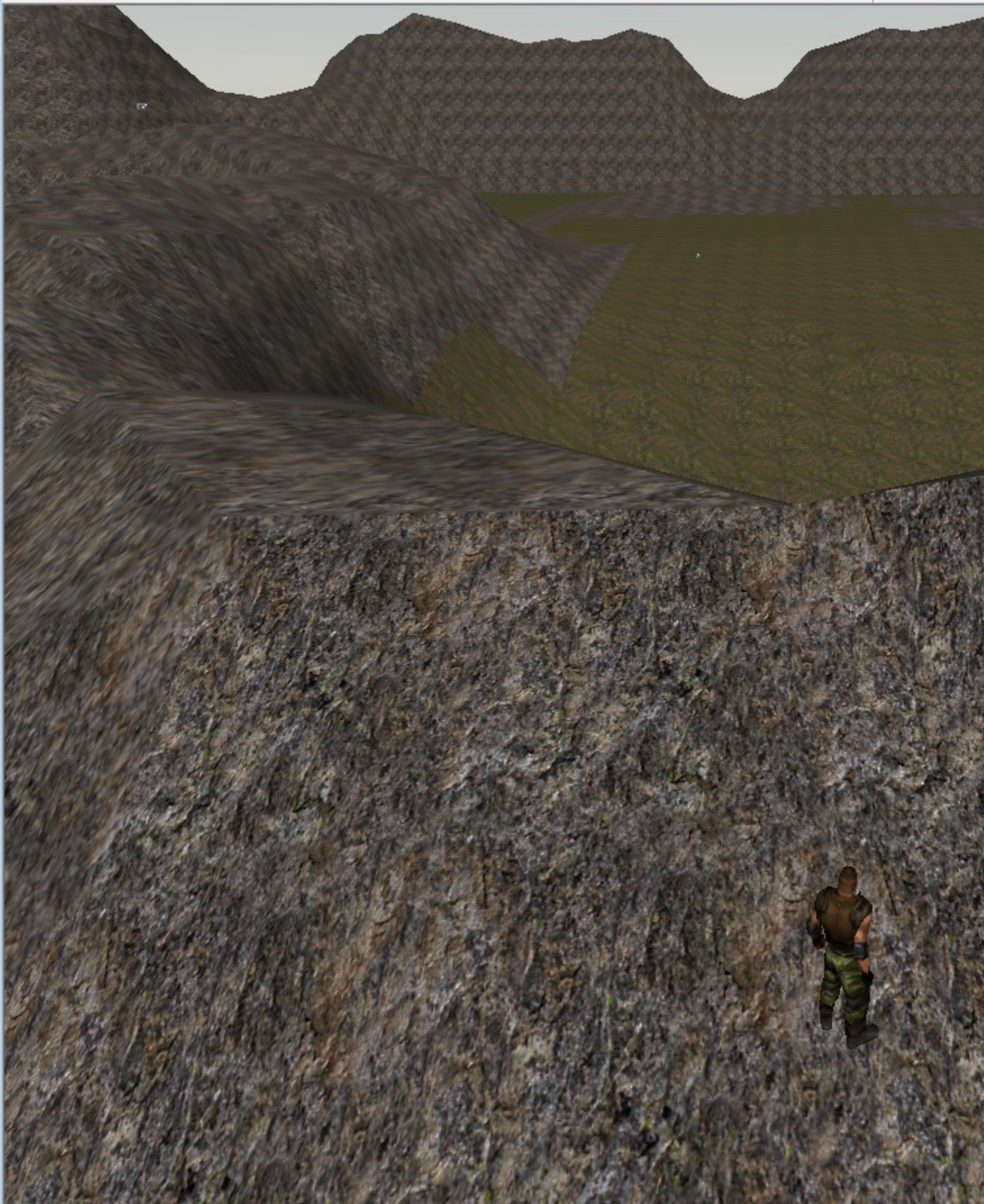
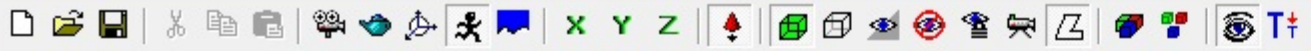


2) [visglitch\\_hill.jpg](#), downloaded 464 times



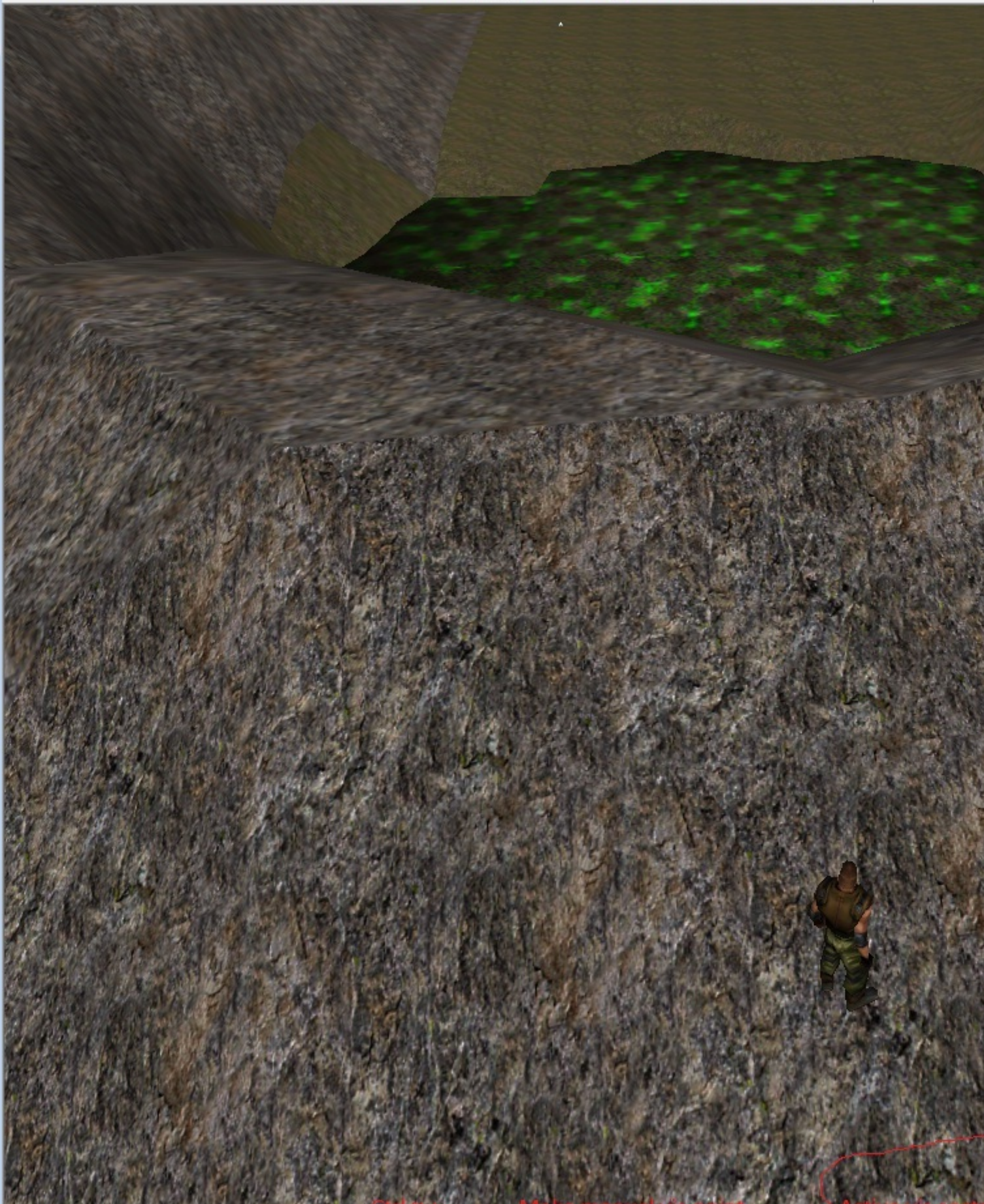
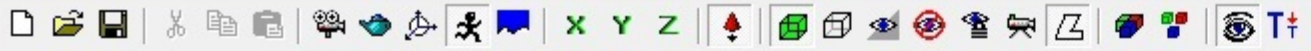
C&C\_VisTest.lvl - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



3) [fixvishill.jpg](#), downloaded 473 times





4) [sectors.jpg](#), downloaded 473 times

