BoMbZu wrote on Sun, 24 March 2013 06:42This topic caught my attention, I was wondering what exactly is VIS or are VIS points, and why would calculating them result in a smoother rate of frames.

I tried a Google search but couldnt find anything useful. Just curious
Vis points/sectors determine what Renegade renders. If there are none then Renegade renders the entire map, and every object on the map. On Fjords this means rendering hundreds of trees and makes my FPS less than that of Crysis 2 on maximum settings.

Generating vis points on Fjords would be an enormous task due to the way trees break up line of sight as well as how large the map is. Then you need to go through and manually place points due to the camera behavior of vehicles and aircraft.