
Subject: Simple VIS tutorial for the curious

Posted by [Anonymous](#) on Thu, 25 Jul 2002 08:18:00 GMT

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There's already a VIS tutorial on the forums, but here is where I expand on it a little. Basically, open up the hourglass gmax scene that was included with the mod tools. Go to the select by name thingy and you should see a group called VIS - select that, hide unselected, and ungroup the VIS group. You'll see that basically each POLYGON on the map has been cloned - these are VIS sectors, essentially any mesh (preferably hidden) that has the VIS collision option on w3d settings. However, these polygons were chosen because these are places where the CAMERA (ie, infantry, vehicles, aircraft) can move to. I think you should be able to figure things out from this - you'll have to mimic the VIS setup on the hourglass gmax scene on your map. Now, in the case of aircraft, you must have several layers of VIS sectors, separated by 10 meters on the Z axis (this is directly affected by the VIS sample height in the auto-generate VIS, but use 10 - it's the default). This is where things could get laggy! (gmax only - map would take a bit longer to load in level edit but no FPS lag) Understand me so far? I hope so. Now, generating VIS should be the final stage in making your map. First, as the map setup document included with the mod tools stated, Discard VIS data (under the VIS menu), Repartition Culling systems (under the Edit menu), Build Dynamic culling system (under VIS menu; you'll need to have human pathfind generators on your map, preferably with the pathsolve sectors already generated), Auto-generate VIS (VIS menu; this is the longest part of the process!), and place manual VIS points. In the Auto-generate dialog, you should set the granularity to 5 - it's what I use, although it may take a LOOOOOONG time, but this should definitely save you time on the manual VIS point part. Once this part is finished, enter walkthrough mode and walk through your map, looking for VIS glitches - places where items on the map disappear when they shouldn't. When you find one, while looking at the invisible object, hit Ctrl + ~ (the key above the TAB key right by the 1 key) and the object should appear into view. If you get a "backface leak overflow rejected" error, bring up the VIS window and look for items in green - these are backfaces and you'll have to do something about that backface in gmax in order to get rid of the VIS glitch in that area - hopefully you won't run into too many of these. Common places for manual vis points are the doors of the buildings, tunnel entrances, etc. BTW, after generating VIS data, if you close level edit and decide you need to make more changes, repartition the culling systems before you export the second time you edit and that will save you a lot of time instead of having to re-generate VIS data all over again! If you don't do this, the VIS data will be counter-productive and actually slow FPS during crunch times. If you have anymore questions let me know.

Subject: Simple VIS tutorial for the curious

Posted by [Anonymous](#) on Thu, 25 Jul 2002 08:23:00 GMT

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Oh, and why would you want to do this? Because it can vastly improve the performance online. I've had a theory and tested it out with Paradox Harbor and I found a lot of data that supported my theory - VIS data somehow allows the map to run smoothly on the FDS without crashing - plus people's FPS get a boost. VIS data really helps out larger maps, but I would recommend people do this for their map no matter what the size.

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Thu, 25 Jul 2002 10:52:00 GMT
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Thanks Muffins - another 5 to you --was hoping for some pics - but this will help...

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Thu, 25 Jul 2002 13:13:00 GMT
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GREAT! I'm going to have to read it again when I have time to use it though!

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Fri, 26 Jul 2002 11:25:00 GMT
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"One for me - one for my homeys"Dr. Evil - APTSwsM -

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Sun, 04 Aug 2002 01:07:00 GMT
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bump Warning! Third pass refinement exceeding viscosity limits! [August 04, 2002, 01:13: Message edited by: YSLMuffins]

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Sun, 04 Aug 2002 06:59:00 GMT
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ok, where should the manual VIS points go in a map?

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Sun, 04 Aug 2002 08:31:00 GMT
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quote:Originally posted by YSLMuffins:... enter walkthrough mode and walk through your map, looking for VIS glitches - places where items on the map disappear when they shouldn't. When you find one, while looking at the invisible object, hit Ctrl + ~ (the key above the TAB key right by the 1 key) and the object should appear into view. ... Common places for manual vis points are the doors of the buildings, tunnel entrances, etc.

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Sun, 04 Aug 2002 14:55:00 GMT
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quote:Originally posted by YSLMuffins:Now, in the case of aircraft, you must have several layers of VIS sectors, separated by 10 meters on the Z axis (this is directly affected by the VIS sample height in the auto-generate VIS, but use 10 - it's the default)...So I'd make layers like:code: _____
/^\ _____ / \ ___ } 10 M____/ \ ___ If that was a hill?

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Sun, 04 Aug 2002 16:14:00 GMT
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Yes, although it'd look more like: code:===== } flightroof _____
_____/ _____/ _____/ _____/ \ ___ } 10
meters

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Sat, 10 Aug 2002 05:30:00 GMT
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Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Sat, 10 Aug 2002 06:44:00 GMT
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"Warning - low VIS ahead"....

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Sat, 10 Aug 2002 08:01:00 GMT
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Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Sat, 10 Aug 2002 15:21:00 GMT
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"Nod base power is online" , i got that out of the always.dat

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Sat, 10 Aug 2002 17:58:00 GMT
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What if one was looking out from a cave on a bridge... Will I have to set manual VIS points?

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Sat, 10 Aug 2002 18:02:00 GMT
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I'm not sure what you mean, but you only need to place manual VIS points if something is invisible when it shouldn't be. For example, as you're walking along you see something flash from visible to invisible and back to visible. A manual VIS point is basically a resampling of a VIS sector when the auto generate VIS missed a few things. Remember, you don't place manual VIS points via the Preset pane, you place them by pressing code: ctrl + ~ (a common error).

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Sat, 10 Aug 2002 18:53:00 GMT
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I would love to do this, except I get a lot of areas on the map where it says that there isn't a VIS sector or a VIS sector isn't defined and I can clearly see visibility issues, which will never get fixed. Even next to a structure where you can see through it, it will say that. I say screw VIS until that is fixed... That and the VIS camera doesn't do anything for me, I just see a grey window with nothing in it.

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Sat, 10 Aug 2002 19:19:00 GMT
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Will I see results in Commando or Renegade because there are parts in WW's maps that have some "blinking" faces in Commando.

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Sat, 10 Aug 2002 19:30:00 GMT
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I didn't quite understand what exactly the problem you described, but there isn't anything wrong with VIS - it's just tricky to get it working. The VIS sample is based on where the camera is located, not the actual unit (-:-), which is why you can notice objects flashing in and out of visibility as you stand in place but move the mouse around. The auto generate vis is not perfect and that is why we have manual vis points. Let me describe a small example. <http://www.ren>

egademods.info/users/YSLMuffins/VISExample.JPGOk, of course the VIS sectors (shown in green) will not be spaced apart like that, but I'm making it really fast. See, the invisible barrier (blue) blocks the tank (purple) from moving past the cliff, but that is not where the VIS sectors should stop. Since the tank is facing east, the camera (black) has actually moved off the cliff! Therefore, there must be VIS sectors in those locations although the unit cannot actually move there. If not, you will find objects that turn invisible and you will also find that you will get a VIS sample rejected error when facing that direction. So if you are getting "No VIS Sector found", based on where the camera is currently stationed it cannot find a VIS sector, although the unit may actually be standing on the VIS sector. [August 10, 2002, 19:34: Message edited by: YSLMuffins]

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Sat, 10 Aug 2002 19:33:00 GMT
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quote:Originally posted by Ingrownlip:Will I see results in Commando or Renegade because there are parts in WW's maps that have some "blinking" faces in Commando.The WYSIWYG interface in the commando editor is 99\% accurate.

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Sat, 10 Aug 2002 19:35:00 GMT
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quote:Originally posted by aircraftkiller2001: I just see a grey window with nothing in it.You only see something in the VIS window when you generate a manual VIS point while the window is still open.

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Fri, 16 Aug 2002 23:47:00 GMT
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I think I got it figured out! Good Job.

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Sat, 17 Aug 2002 07:58:00 GMT
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quote:Originally posted by YSLMuffins:So if you are getting "No VIS Sector found", based on where the camera is currently stationed it cannot find a VIS sector, although the unit may actually be standing on the VIS sector.So how do you fix that?

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Sat, 17 Aug 2002 11:45:00 GMT
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quote:Originally posted by Blazer: quote:Originally posted by YSLMuffins:So if you are getting "No VIS Sector found", based on where the camera is currently stationed it cannot find a VIS sector, although the unit may actually be standing on the VIS sector.So how do you fix that?You have to go back in Gmax and add another VIS sector there. The crude diagram I posted should give you the idea.

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Sat, 17 Aug 2002 21:49:00 GMT
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good info - again!

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Sun, 18 Aug 2002 02:23:00 GMT
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Thanks Muffy!

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Tue, 24 Sep 2002 06:25:00 GMT
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Hay ACK isn't this Spamming?Commander Member # 53 Member Rated: posted August 10, 2002 05:30

-----AircraftkillerAKA TankCmdr6 from the Renegade beta [September 24, 2002, 06:27: Message edited by: captkurt1]

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Tue, 24 Sep 2002 09:59:00 GMT
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quote:Originally posted by captkurt1:Hay ACK isn't this Spamming?Commander Member # 53 Member Rated: posted August 10, 2002 05:30

-----AircraftkillerAKA TankCmdr6 from the Renegade betaNo, it's called bringing important topics to the top so that others can see them.Obviously the point here flew past your head.

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Tue, 24 Sep 2002 10:38:00 GMT
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OK when I did the VIS tut on this last map C&C_Port it turned about half of the stuff invisible, (granularity 5. (trying to fix one VIS glitch) so How do I add VIS sectors or whatever in GMAX? I dont know how to do that. Thats what I really need to know, how do you create VIS stuff in GMAX. Thanks. and oh yeah, KANE LIVES!

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Tue, 24 Sep 2002 11:14:00 GMT
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Noob question of the day: What is "VIS", and why would we need to do anything with it?

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Tue, 24 Sep 2002 12:17:00 GMT
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Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Tue, 24 Sep 2002 12:18:00 GMT
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Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Tue, 24 Sep 2002 14:28:00 GMT
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quote:Originally posted by DeafWasp: Noob question of the day: What is "VIS", and why would we need to do anything with it? VIS is a "complex" term for what you see. VIS sectors is an area that can be used to translate where you are at. IE. If I was on one side of the cliff there is no way I can see a beach ball on the other. So with VIS it will make that ball disappear along with anything else that isn't visible to the place where I am at. The editor makes these data points that tell the game what to display. So on occasion you'll have to make manual sectors because "Porsches aren't made automatically." Now garth the reason your VIS made all your stuff disappear is probably because it is one large mesh. Try splitting them up and then maybe a smaller "area" will disappear. VIS is only used for the area where a person walks so the sectors only get made in the general vicinity. If you have air units then you'll have to make the sectors in the air. [September 24, 2002, 14:29: Message edited by: Ingrownlip]

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Wed, 25 Sep 2002 01:10:00 GMT
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Yeah, I made a big 400x500 plane and added all my buildings for both teams on that and the rest of the map. One big mesh. Thanks. Still want to know how you create these special VIS points in GMAX? In case I ever need to fix the "backface Leak Rejected" or whatever. also Ingrownlip, I will be using your tutorial a lot in the next week or so to learn how to do the tiberium fields like you and make terrain.

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Wed, 25 Sep 2002 15:42:00 GMT
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In the W3D tool options, check VIS for that particular mesh to make it a VIS sector. BTW, VIS is short for visibility I believe. [September 25, 2002, 17:49: Message edited by: YSLMuffins]

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Fri, 04 Oct 2002 11:38:00 GMT
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I hate to bring up old subjects, but I need someone who is very knowledgeable in this vis stuff to contact me. I mean not only in how to do it, but why and where exactly such things should be done. Just put a message here, or pm me, then we'll arrange further contact from there.

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Fri, 04 Oct 2002 14:15:00 GMT
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I have a question, when I made my VIS planes and such, instead of detaching each face which would give me A LOT of new names in GMAX, (I have a large map to work with) I instead detached each face as a new element of one large mesh, but not making each its own object. Will this give me the same results as doing it the other way? I did it like this to save time, but I got plenty of time now, if I need to do it over. Thanks for any help you can give. Triforce

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Sat, 05 Oct 2002 00:07:00 GMT
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vis sectors are a bltch are they not?

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Sat, 05 Oct 2002 13:03:00 GMT
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You can also use the Explode method to get your VIS sectors done. If you are doing VIS, there must be VIS sectors everywhere the player can move to, including the camera. If you have VIS sectors on one half of the map and no VIS on sectors on the other half, when moving to the area of the map with no VIS, that area will be completely invisible.

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Mon, 14 Oct 2002 19:10:00 GMT
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OK, back to this post. When I make Vis sectors for flying maps up every 10 meters, do they need to be separate little meshes just like the ground? Or do I make a flat plane every 10 meters? This part I need to know. Please answer quickly.

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Mon, 14 Oct 2002 21:06:00 GMT
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I would guess separate meshes. Not 100% positive.

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Tue, 15 Oct 2002 19:36:00 GMT
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quote:Originally posted by Ingrownlip:I would guess separate meshes. Not 100% positive.You're right.

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Fri, 25 Oct 2002 10:53:00 GMT
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Resurrected to show someone how to search - and it is a good topic....amazing what you find when you go digging.

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Fri, 20 Dec 2002 18:47:00 GMT
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Does anyone have any do's and don'ts for using VIS?

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Fri, 20 Dec 2002 20:34:00 GMT
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I do, but I'm really tired right now and I'll post them in a separate topic tomorrow.

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Thu, 16 Jan 2003 19:09:00 GMT
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n000b question: "Discard VIS data (under the VIS menu), ..." where is the VIS menu?-edit-oh wait, i thought you meant vis menu for renX [January 16, 2003, 19:14: Message edited by: flamin yawn]

Subject: Simple VIS tutorial for the curious
Posted by [Anonymous](#) on Sun, 19 Jan 2003 11:54:00 GMT
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Me thinks this topic should be on the top of the list Good job YSL.....again...you have posted a very usefull tutorial.Keep up the good work Eric.
