Subject: VIS, tunnels are still screwy
Posted by Anonymous on Sat, 19 Oct 2002 23:43:00 GMT
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I am trying to finish this thing. My tunnel exits are still so screwy. I try to add manual vis points, yet it always tells me Vis Sample Rejected - No Vis Sector or Vis Sector ID not assigned!I try to go and add vis sections in gmax at those spots, but I keep getting the same thing. As I walk through the tunnel, Havoc disappears, and whatever is outside the tunnel is invisible. What exactly do I need to do at these spots. Other than the tunnel, the rest of the map is perfect in Vis, but I cannot fix this tunnel crap.BTW, my tunnels go from above ground to under ground, and when you go up then back down, this is when it disappears, and vice versa. But, if you stay down, and just go a little into the tunnel then go back to exit, you can still see. If anyone understands what I am trying to say, please help. Thanks!!! [October 20, 2002, 00:00: Message edited by: steggyd]

Subject: VIS, tunnels are still screwy
Posted by Anonymous on Sun, 20 Oct 2002 02:00:00 GMT
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OMG, are you serious? You know how long it takes to do it over again? Do you mean you have to redo the auto vis when you add new vis sectors from renX?

Subject: VIS, tunnels are still screwy
Posted by Anonymous on Sun, 20 Oct 2002 09:32:00 GMT
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unfortunately yes, he is correct...greg

Subject: VIS, tunnels are still screwy
Posted by Anonymous on Sun, 20 Oct 2002 12:25:00 GMT
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Are they seperated faces? That might make a difference.

Subject: VIS, tunnels are still screwy
Posted by Anonymous on Sun, 20 Oct 2002 12:50:00 GMT
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Discard all the old VIS data. Once you do it, you can't add any more sectors without redoing the auto-VIS generation again, as it will calculate it and allow you to fix it if need be.Trust me, I know. I had to do Glacier's VIS almost 15 times in a row due to finding bad spots and adding them, only to find they won't be recognized until I discarded the data and ran the generation once again.