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Subject: VIS question

Posted by [Anonymous](#) on Fri, 03 Jan 2003 18:00:00 GMT

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If I run the auto VIS once, can I run it again to "add" data points inside objects that were added later? What I did was the following: Had base terrain and ran auto VIS without buildings (because they were causing problems), and then I added them. But now when the character respawns from traveling a ways from base, the character is invisible until they run outside. Any help would be greatly appreciated.

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Subject: VIS question

Posted by [Anonymous](#) on Fri, 03 Jan 2003 18:02:00 GMT

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YSL, read your PM. =)

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Subject: VIS question

Posted by [Anonymous](#) on Fri, 03 Jan 2003 18:23:00 GMT

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If you're in an invisible area that cannot be fixed because it's not over a VIS sector, you need to add the sector into the emis file and then discard the VIS data. Regenerate it again and you can continue.

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