
Subject: VIS senseless today?

Posted by [DL60](#) on Tue, 05 Sep 2006 16:07:00 GMT

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A few minutes ago I read something about VIS in a topic here in this forum and the effect on ping when you skip making the VIS for a map.

I know that you have less FPS when you don't have VIS but does it have a real negativ effect for online-gaming? For me I found no definitive answer in this topic.

I think about to learn making the Vis thats why I ask.

Another question is: Does it make sense to make VIS? Most people today have pc's which have more than enough power to play CCR with a good framerate and you need a lot of time to make VIS. Is VIS senseless then?

At the moment I'm working at a classic-westwood-style-map which is not too huge and not too small but with a bit more polygons than the original Westwood-maps.

What's your opinion about that?

Subject: Re: VIS senseless today?

Posted by [danpaul88](#) on Tue, 05 Sep 2006 16:11:23 GMT

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VIS is pretty much essential for maps which are more than boxes on a flat terrain, it takes a long time to do, but it's benefits are substantial.

It's not JUST fps it affects, from what I remember it also has an impact on the amount of load on the server, and the traffic between client and server, although I could be mistaken.

Subject: Re: VIS senseless today?

Posted by [YSLMuffins](#) on Tue, 05 Sep 2006 18:39:09 GMT

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I highly recommend doing a vis setup for maps, just for the fact that you don't have extreme FPS jumps when you rotate the camera. No matter where you are on the map, sometimes when you're looking in the direction of an area with heavy textures and polygons, the fps could drop dramatically on some computers without a vis setup.

Subject: Re: VIS senseless today?

Posted by [DL60](#) on Thu, 07 Sep 2006 14:36:30 GMT

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Okay thx for your answers.

So I have to learn making VIS.

Subject: Re: VIS senseless today?

Posted by [LR01](#) on Thu, 07 Sep 2006 15:03:57 GMT

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Doesn't this depend on map size to?

(Well my mini map didn't need it)

Subject: Re: VIS senseless today?

Posted by [YSLMuffins](#) on Thu, 07 Sep 2006 19:10:31 GMT

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It's really trial and error. If you get FPS issue while trying out your map, then VIS might be the answer for you.

Subject: Re: VIS senseless today?

Posted by [Sir Kane](#) on Fri, 08 Sep 2006 12:19:00 GMT

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I wouldn't do VIS mainly because it's a bitch to set it up decently (especially on large map) since it likes to clip out random stuff (the tunnel going from about Nod powerplant to GDI refinery on Volcano is the best example).

Subject: Re: VIS senseless today?

Posted by [DL60](#) on Fri, 08 Sep 2006 13:48:43 GMT

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My map isn't a small one like C&C_Volcano but it isn't also such a huge one like C&C_Terrace or C&C_Last_Stand.

As I said my maps has some more polys and some textures with higher resolutions (from BF2)

Subject: Re: VIS senseless today?

Posted by [YSLMuffins](#) on Fri, 08 Sep 2006 16:18:24 GMT

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Silent Kane wrote on Fri, 08 September 2006 07:19I wouldn't do VIS mainly because it's a bitch to set it up decently (especially on large map) since it likes to clip out random stuff (the tunnel going from about Nod powerplant to GDI refinery on Volcano is the best example).

Yeah, that is a weird case, but I've found that it usually doesn't happen unless you've got overlapping vis sectors (and going back and setting manual VIS points for that area of the map usually helps fix most vis glitches).

DeathLink, try your map in real time first. If you don't like the performance, try reading through the vis tutorial I wrote and see if you're up to the challenge.
