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Subject: LE

Posted by [bat66wat6](#) on Thu, 01 Nov 2007 20:04:35 GMT

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There are loads of little white cameras all over the map in LE...on a non flying map they are only as high as needed cus of no choppers->But on the C&C\_Walls\_Flying.lvl i got he cameras are only X high...so when i fly something or look in certain direction or fly something the map goes completely invisible except the Ramps and stuff

So i need to know how i make the Little cameras appear allover the map E.G(VIS(Visuals))

So that it don't go all funny when i try to fly Apache/Orca

Thnx...

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Subject: Re: LE

Posted by [jnz](#) on Thu, 01 Nov 2007 20:06:35 GMT

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Client-sided, unless you're shipping maps out, you cannot do it server sided.

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Subject: Re: LE

Posted by [bat66wat6](#) on Thu, 01 Nov 2007 20:18:57 GMT

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Sorry, i must be lost here...

First im not doing this at the moment 4 my server although i will be fairly soon after LUA and all other stuff are sorted such as my MOD Auto-Login not working

But so yeah, all i really need is to make all the litte cammeras (VIS) fill the whole map so that you can actually see when u wanna fly a chopper or go above 2 meters in height LOL

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Subject: Re: LE

Posted by [zillia](#) on Thu, 01 Nov 2007 21:08:35 GMT

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<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=25>

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Subject: Re: LE

Posted by [Titan1x77](#) on Thu, 01 Nov 2007 22:18:07 GMT

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ctrl ~

if vis is generated thats all you have to do in the spots things disappear.

If theres a ton of places, I suggest importing VIS planes from gmax into the map and re-generating VIS.

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Subject: Re: LE

Posted by [bat66wat6](#) on Fri, 02 Nov 2007 16:10:44 GMT

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I have clicked Auto-Generate VIS but it don't work!?

It's bizzare, there really should be just a button that when you click it comes up with a prompt asking how high and how many VIS u want really-->Not have to uncheck this, check that, position this

don't ya think?

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