Posted by rrutk on Sat, 24 Jan 2009 11:32:43 GMT
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Mapmaking problem/question...VIS?

What causes the effect disapearing the lower objects (like airstrip, heliports, flat concret areas)
while going higher with e.g. an heli?

Is this a VIS problem? I read the tutorial...would this be solved with a VIS System of the terrain?
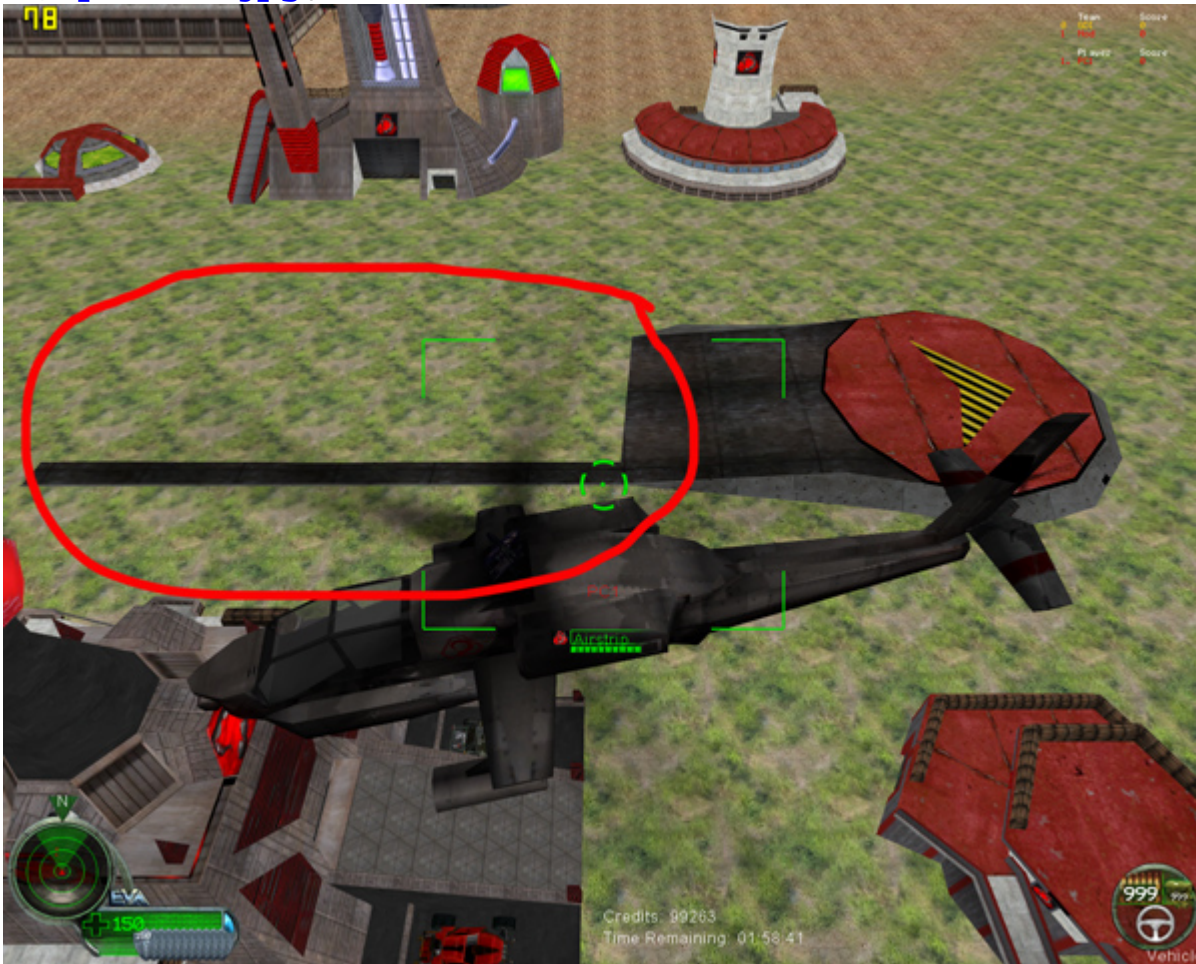ATM I have only VIS for the buildings (not strip)...

I guess, it would be the same, if i had cut off the ground...

File Attachments
1) probl1.jpg, downloaded 225 times

2) probl2.jpg, downloaded 221 times

3) probl3.jpg, downloaded 231 times

Subject: Re: Mapmaking problem/question...VIS?
Posted by Mauler on Sat, 24 Jan 2009 18:51:53 GMT
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Not having VIS sectors for flying units is bad because that will happen, and i think you should cut the mesh under each structure so you won't have any clipping issues.

Subject: Re: Mapmaking problem/question...VIS?
Posted by Gen_Blacky on Sat, 24 Jan 2009 20:50:09 GMT
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Mauler wrote on Sat, 24 January 2009 12:51Not having VIS sectors for flying units is bad because that will happen, and i think you should cut the mesh under each structure so you won't have any clipping issues.

Subject: Re: Mapmaking problem/question...VIS?
Posted by rrutk on Sat, 24 Jan 2009 22:03:28 GMT
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Mauler wrote on Sat, 24 January 2009 12:51Not having VIS sectors for flying units is bad because that will happen, and i think you should cut the mesh under each structure so you won't have any clipping issues.

with the boolean tool, but how exactly?

Subject: Re: Mapmaking problem/question...VIS?
Posted by Gen_Blacky on Sat, 24 Jan 2009 22:43:20 GMT
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copy a - b i think

Subject: Re: Mapmaking problem/question...VIS?
Posted by Mauler on Sun, 25 Jan 2009 03:12:57 GMT
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Think the Hourglass Gmax Template has buildings setup with mesh clipped from under buildings not sure about other Gmax setups, but that's where i would start, or simply do it yourself by arranging vertices manually to create mesh around structures.

Also Aircraftkiller created a tutorial which briefly covered how to do this on C&C Den [LINK]