
Subject: Mission 'All Brains, No Brawn' mesh occlusion/culling problem

Posted by [Omar007](#) on Thu, 29 Jan 2015 21:01:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

When you have to escort Mobius back to the surface, you reach an area where you can enter the bathrooms.

This bathrooms are not rendering properly until you walk completely into them.

Toggle Spoiler

If you then walk back out of them, the area you came from is rendering incorrectly.

Toggle Spoiler

Save file of the area in question attached as well.

File Attachments

1) [Screenshot.2.png](#), downloaded 898 times

+ 020

2) [Screenshot.4.png](#), downloaded 866 times

+ 020



3) [quicksaveB.sav](#), downloaded 246 times

Subject: Re: Mission 'All Brains, No Brawn' mesh occlusion/culling problem

Posted by [jonwil](#) on Thu, 29 Jan 2015 21:27:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

That looks to me like its a vis glitch.

Subject: Re: Mission 'All Brains, No Brawn' mesh occlusion/culling problem

Posted by [dblaney1](#) on Thu, 29 Jan 2015 21:58:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

jonwil wrote on Thu, 29 January 2015 14:27 That looks to me like its a vis glitch.

I agree. Definitely a vis issue.

Subject: Re: Mission 'All Brains, No Brawn' mesh occlusion/culling problem

Posted by [jonwil](#) on Sun, 15 Feb 2015 11:11:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

This looks like a vis issue and not something we can do anything about as far as I can see.
