Subject: Help! VIS won't work.
Posted by Sanada78 on Wed, 04 Jun 2003 20:01:05 GMT
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I have now finished everything in my map and now I'm ready too apply VIS. I followed a tutorial that says first you must discard the VIS data which I did. I then went onto the next step "Build Dynamic Culling System". When I click on this, it does Floodfilling World then crashes on Compressing Sectors with a debug error. I've tried doing this without my map loaded and still the error appears.

Subject: Help! VIS won't work.
Posted by General Havoc on Wed, 04 Jun 2003 20:28:01 GMT
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Yeah it crashes on me all the time. I think there is a way around it though because when i did them in a certain order it didn't crash. I'm not sure what happens though.

_General Havoc

Subject: Help! VIS won't work.
Posted by JRPereira on Wed, 04 Jun 2003 22:40:55 GMT
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Read the vis/pathfinding information in my commando tutorial. It details the steps to take for both pathfinding and vis in the order that Westwood had recommended in one of the pages in the howto folder in the Renegade mod tools folder. Maybe that will help.

http://cnc.unleashed.ws/?content=renegade/jrp_commtut

Also, General Havoc, have you recieved the mail from me about Renhelp?

Subject: Help! VIS won't work.
Posted by Sanada78 on Thu, 05 Jun 2003 08:21:20 GMT
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Well I tried what the tutorial said and I didn't fix the problem. I think this might be a program error... I'm not sure. Do you think re-installing the software will help?

If I can't apply VIS then my map is going too run slow on some peoples comps.

Subject: Help! VIS won't work.
Posted by xpontius on Thu, 05 Jun 2003 15:03:41 GMT

At least you got passed the generating sectors didnt you? My comp cant make 2 gigs of VM for some reason

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Subject: Help! VIS won't work.
Posted by Sanada78 on Thu, 05 Jun 2003 16:32:11 GMT

Here's a screenshot of the exact problem I have. Is there anyway I can stop this from happening?

Subject: Help! VIS won't work.
Posted by Captkurt on Thu, 05 Jun 2003 17:05:39 GMT

You need to press the "click here" and read what it says, so you and or us can see the msg.s.

Subject: Help! VIS won't work.
Posted by Sanada78 on Thu, 05 Jun 2003 17:58:40 GMT

Well here's what it says.

Subject: Help! VIS won't work.
Posted by Captkurt on Thu, 05 Jun 2003 20:22:09 GMT

Sanada, you need to click on another clicker, to get to where it tell's you what the prob. is, if it even does, but for sure it's not here. so please? let's do this one more time and I will try to help you, but you need to keep going till you see what it says the prob. is. then if you don't get / understand it. then come back to the thread, and post again. hope this helps you.

Subject: Help! VIS won't work.
Posted by Sanada78 on Thu, 05 Jun 2003 22:37:38 GMT

All it shows is a list of information that is hundreds of lines long and can't be copied ans pasted on

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here. the window only shows a small bit of it.

Subject: Help! VIS won't work.
Posted by Captkurt on Thu, 05 Jun 2003 23:22:24 GMT
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Hay, Sanada, check into what the file is it refers too, try deleting it and see if your prob. goes away. or move it to a new folder if you don't want to erase it.

Subject: Help! VIS won't work.
Posted by Sanada78 on Thu, 05 Jun 2003 23:50:58 GMT
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I deleted it but it didn't fix it. Guess it's just some gay configuration option on my computer that's causing it. Thanks anyway.

Subject: Help! VIS won't work.
Posted by Captkurt on Thu, 05 Jun 2003 23:56:04 GMT
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did you say you rebooted, after you deleted it?

Subject: Help! VIS won't work.
Posted by Sanada78 on Fri, 06 Jun 2003 08:11:07 GMT
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No I didn't reboot once I deleted it. I did try that as well but still the problem persists.

Subject: Help! VIS won't work.
Posted by Sanada78 on Fri, 06 Jun 2003 10:34:11 GMT
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I've just found out something else, I installed Ren with all the tools onto a different computer. I then used a basic mesh to apply VIS too. I did what you do too apply VIS and guess what, the

my computer (Geforce 2 MX, Windows 2000). That must mean there is a fault in the program it's self or I have downloaded a faulty file. I'll download the Renegade Tools again and install it again too see if the problem fixes.

If this won't fix it then I can't possible apply VIS too any of my maps.

Subject: Help! VIS won't work.
Posted by General Havoc on Fri, 06 Jun 2003 11:46:15 GMT
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As I said earlier, it is a global proble, it effects everyone and is not hardware related. There is a way around it because other people have got it to work, including me. I'm not sure what causes it but it will just work sometimes and not others. If i get it to work i'll let you know what i did.

_General Havoc

Subject: Help! VIS won't work.
Posted by Captkurt on Fri, 06 Jun 2003 18:39:53 GMT
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I have never, ever had this problem,

Subject: Help! VIS won't work.
Posted by SomeRhino on Fri, 06 Jun 2003 20:39:44 GMT
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Did you place the human pathfind generator?

Subject: Help! VIS won't work.
Posted by Captkurt on Fri, 06 Jun 2003 21:49:31 GMT
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SomeRhinoDid you place the human pathfind generator?

I believe if this were the case, it would've just kicked out to desktop, not giving any type of error MSG... at least that's what I remember happening when I did that. Lol

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Subject: Help! VIS won't work.
Posted by Sanada78 on Fri, 06 Jun 2003 22:13:04 GMT
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SomeRhinoDid you place the human pathfind generator?

I'm just doing what the tutorials say. The majority of them say that you apply VIS before the path find generator. I'll give it a try too see what happens.

Subject: Help! VIS won't work.
Posted by Sanada78 on Fri, 06 Jun 2003 22:55:15 GMT
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Yeah that was the problem, this is the first time I've ever done this. Thankyou all for your time and help.

Subject: Help! VIS won't work.
Posted by Sanada78 on Fri, 06 Jun 2003 23:54:02 GMT
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Well now that I have applied VIS, most of the objects on the map just disappear. I know this is what is meant too happen but too much of the map disappears. Can anyone recommend what settings would be best for my map? It's quite an open map with a large battlefield area similar to C&C_Field and has tunnels.

Subject: Help! VIS won't work.
Posted by Captkurt on Sat, 07 Jun 2003 01:01:20 GMT
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Sanada78Well now that I have applied VIS, most of the objects on the map just disappear. I know this is what is meant too happen but too much of the map disappears. Can anyone recommend what settings would be best for my map? It's quite an open map with a large battlefield area similar to C&C_Field and has tunnels.

get my tutroial, for LevelEdit Commands
 it will walk you right through to the end.

Subject: Help! VIS won't work.
Posted by Sanada78 on Sat, 07 Jun 2003 01:23:16 GMT
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Well I did everything your tutorial said but still lots of things dissapear. Like the Ref in this pic.

Subject: Help! VIS won't work.

Posted by Captkurt on Sat, 07 Jun 2003 02:32:35 GMT

Posted by Captkurt on Sat, 07 Jun 2003 02:32:35 GMT
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the newer or just a referral for the novice, but if you did your vis correctly while in RenX, then while your in Level Edit, you do you're walk through and at the places that your stuff disappears, you would add a manual vis point, by pressing the alt+tild keys, this will put a little camera afloat just behind where your standing and also all of a sudden your stuff will at once, come back and be visible.
There are tutorials out there on how to do this, and I may put one out myself also, but for now,

can, Basically, in a nut shell, while in RenX, just make a copy of the each piece that you would be able to walk too, like your plane for instance, just make a copy of it, name it vis^Ground, or what ever it is named that you copied it from, the little ^ just means it's out side, you could just name it vis_Ground also. the imporant thing here is the vis.... part of the name., and then on the left hand

described. Hope this helps as a quick tutorial. Lol, if not let me know.

Now because I did try and rush this out and get it too you, it may have some errors, that I over loolked as well, but I think I got it all.

Subject: Help! VIS won't work.
Posted by General Havoc on Sat, 07 Jun 2003 09:25:47 GMT
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Yeah to me that looks like a vis plane glitch. As far as i know each vis sector must me one polygone only and not attached to anything else. Refer to the gmax version of hourglass. It may sound a mamoth task but isn't too bad. Make a copy of every part of terrain you can walk over then hide everytjhing else on the map. Select a part of your terrain and make sure it's an editable mesh. delete a few polygons from that mesh big enough to be a vis plane (see hourglass for referance on size). Then as you delete them make sure you keep the isolated verticies. Use the make polygone tool and create one big polygone from the bits you deleted. Remove any spare vertexes that lie inside the polygon and are not connacted to any adjacent edges. Also i'm not certain but i red somewhere that the vis planes shouuld be below the terrain a certain distance. I may write a tutorial soon on making the vis planes.

_General Havoc