
Subject: Playing Manual Vis Points For Flying Maps
Posted by [Sanada78](#) on Mon, 09 Jun 2003 21:34:44 GMT

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So far all the Vis on my map is going fine, the only problem is for flying vehicles. When you fly high up out of the base too the battlefield, half of the terrain is missing unless you go down too the ground and it appears again like it should. The thing is I can't place manual Vis points high up over the map as them seem too have to be close to an object. When it doesn't work it says, "Vis Sample Rejected - No Vis Sector or Vis Sector ID not assigned!" in the comment box.

Subject: Playing Manual Vis Points For Flying Maps
Posted by [YSLMuffins](#) on Mon, 09 Jun 2003 21:44:48 GMT

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When it comes to the case of flying maps, you have to make "layers" of VIS sectors. Search for my VIS post.

Or give me a second and let me find it...

Subject: Playing Manual Vis Points For Flying Maps
Posted by [YSLMuffins](#) on Mon, 09 Jun 2003 21:47:36 GMT

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<http://www.n00bstories.com/renforums/viewtopic.php?t=1223&postdays=0&postorder=asc&start=25>

Subject: Playing Manual Vis Points For Flying Maps
Posted by [Sanada78](#) on Mon, 09 Jun 2003 22:16:24 GMT

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So I basically I have too sandwich layers of planes on my map and set them to "Vis"? Will I also have to separate them into smaller pieces?

Subject: Playing Manual Vis Points For Flying Maps
Posted by [YSLMuffins](#) on Mon, 09 Jun 2003 22:29:31 GMT

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Ideally, yes. The VIS layers should be separated by 10 meters.

Subject: Playing Manual Vis Points For Flying Maps

Posted by [Titan1x77](#) on Mon, 09 Jun 2003 22:32:38 GMT

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Yes...Just make it so many segments and then explode them or manually separate them.....prob segments the size of a building.

Havent done a flying VIS map yet....But I'd assume you'd do something like that.....From what ive seen of your map have about 30-40 sectors on each side of the mountain 10 meters apart from each other....

Read The new renhelp....it tells you to name it Vis_Emis and export to your level folder.

Each layer should be broken into 70-80 sectors...or more Depending on how big the map is....My last map which was small had 400 total...From top to bottom...but it wasnt flying...it had mountains and tunnels that needed sectors..

If your map is flat....just clone all the terrain and raise it every 10 meters...Everywhere your gonna fly.

Subject: Playing Manual Vis Points For Flying Maps

Posted by [Sanada78](#) on Mon, 09 Jun 2003 22:50:16 GMT

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I don't understand how you explode an object. Will this separate a complete plane into its separate polygons? I've tried it but it doesn't seem to do anything.

Subject: Playing Manual Vis Points For Flying Maps

Posted by [YSLMuffins](#) on Tue, 10 Jun 2003 00:37:08 GMT

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How did you make the VIS sectors for your base terrain? Manually separated them? To explode, you have to set the parameter thing to 0, but this gives you a WHOLE lot more sectors than you would need (explode set to 0 splits up the entire meshes into separate triangles). I recommend just chugging through it and separating manually for your base terrain, and clone square planes for your VIS sectors every 10 meters up. Cloning terrain would slow things down a bit, with all the extra polys.

If anyone here can get explode to work correctly, ie, splitting meshes up according to POLYGONS and not FACES please post.

Subject: Playing Manual Vis Points For Flying Maps

Posted by [Sanada78](#) on Tue, 10 Jun 2003 01:20:22 GMT

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Okay, I did do my terrian that way so I guess I'll do it the same way for the Vis sectors. Thanks.
