
Subject: The vis in tunnels

Posted by [Anonymous](#) on Wed, 30 Oct 2002 07:00:00 GMT

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OK, Greg, or anyone else. I think I may have an idea. Is the manual vis point needed where Havoc disappears? Say Havoc disappears in the middle of the tunnel. Where do I add vis pts? On the floor where he disappears at? Then, do I need more vis pts at the end of the tunnel? See, I have a cave-like tunnel leading to a man-made metaalic/concrete tunnel. the cave-like tunnel goes underground to the man-made tunnel. Havoc disappears halfway through. When I get to the end of the cave tunnel, I cannot see the man-made tunnel until I walk a few feet into it. Do I need to create, in renX, vis sectors on the walls of both tunnels, floors of both tunnels, ceilings of both tunnels, all of the above, or some of the above? And when I add those vis sectors in renX, where do I add the manual vis pts in lvl editor? And no, I do not believe they are seeing back-facing polygons. [October 30, 2002, 07:02: Message edited by: steggyd]
