
Subject: Re: Fixing... Points?

Posted by [Carrierll](#) on Mon, 15 Sep 2008 16:03:24 GMT

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Basically, the idea is to prevent the game having to draw things you can't see. If we assume that the green block is not VISible to the camera, then the idea is to only draw the red block (as in the right side of the image) saving time.

VIS errors occur when it DOESN'T draw things you CAN see - resulting in a sort of nothingness that looks ugly.

File Attachments

1) [VisExplanation.jpg](#), downloaded 1072 times

