Subject: Mapmaking problem/question...VIS? Posted by rrutk on Sat, 24 Jan 2009 11:32:43 GMT

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Mapmaking problem/question...VIS?

What causes the effect disapearing the lower objects (like airstrip, heliports, flat concret areas) while going higher with e.g. an heli?

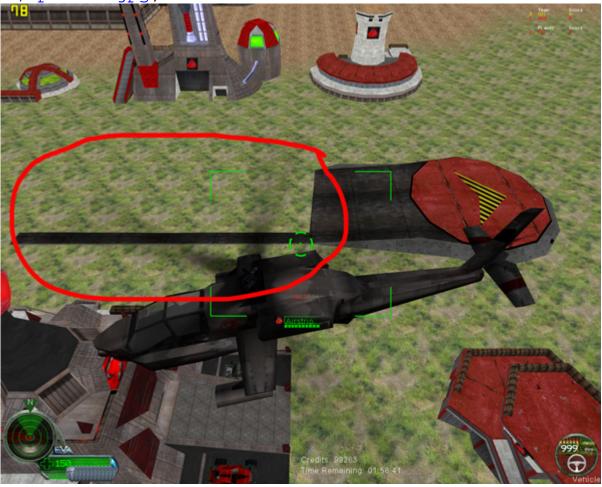
Is this a VIS problem? I read the tutorial...would this be solved with a VIS System of the terrain? ATM I have only VIS for the buildings (not strip)...

I guess, it would be the same, if i had cut off the ground...

## File Attachments



2) probl2.jpg, downloaded 449 times



3) probl3.jpg, downloaded 464 times

