Subject: Vis genration for flying maps..24 hours?
Posted by General Havoc on Sun, 24 Aug 2003 09:30:26 GMT

You should use the gran. setting of 10 It will speed things up considerbly. Also your VIS secotrs should be 10 metres between each layer up to the flight roof. 6000 sounds a bit high but I haven't seen the map and it is flying (doubling sectors as the height increases) after all so it may be correct.

It wouldn't be uncommon for a fairly big map to take anywhere of 12 hours and up depending on your processor speed and resources. Check out the VIS tutorial YSLMuffins wrote thats on Renhelp it is very detailed and should help you out. It also has some great tips thatI would have never known about VIS unless I read it.