Subject: Vis genration for flying maps..24 hours?
Posted by Titan1x77 on Sun, 24 Aug 2003 19:42:36 GMT

my dumbass forgot 1 lil section for the ground mesh ,and yes YSL,I cloned my whole terrain that's walked on plus all the ones for flying...and im running vis all over again,I tried the auto generate for selection(for the new vis planes i had to make)...but that didnt work.

I made the flying planes a bit larger covering just the areas i think it would need....only sped it up by a 4 hours...I have 238,000 points for it to render...this time im looking at 19 hours total

I won't be making any more flying map's anytime soon

YSL do you have a rough idea of how long paradox harbor took?..and which settings you used.

I might go with a gran of 10 for flying maps for now on...Running around and finding vis errors only takes about a good hour or 2 if you know where to look...then just host a beta and get the last few....I think it'd be better to do that for now on...along with somerhino's camara trick.

Thanks for the feedback guys!