Subject: Build Dynamic Culling System
Posted by Tidu on Sat, 05 Jun 2004 15:28:56 GMT

I have a RenegadeToolsInstaller and a RenegadeToolsInstaller2 in my temp folder. I uninstalled, then reinstalled the first. Still crashed. Installed the second. Still crashed. Each time I did Discard VIS, Repartition Culling, then Dynamic and then poof. Crash. Like i said before, I don't think VIs has anything to do with it because in the tutorial it says some maps don't need VIS, so if other maps don't even use VIS and dynamic culling works for them, then VIS isn't the problem.