Subject: Map VIS errors archive
Posted by snipesimo on Fri, 11 Jun 2004 16:01:06 GMT
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Here is a gallery of all the map errors I have found over the last few days, I am not sure how many of them BHS has already fixed but here they are. There's currently 29 images that I found in 2 days of playing normal Renegade. I will add more as I find them.

http://www.n00bstories.com/image.gallery.php?id=406

Subject: Map VIS errors archive
Posted by YSLMuffins on Fri, 11 Jun 2004 16:04:14 GMT
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Nice eye. Just a simple manual VIS point sample and a quick repartition of the culling systems before saving the map should fix the errors you found in no time.

Subject: Map VIS errors archive
Posted by Aircraftkiller on Fri, 11 Jun 2004 17:55:21 GMT
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Culling doesn't bother the vis system, adding more objects after it has solved will though.

Subject: Map VIS errors archive
Posted by snipesimo on Fri, 11 Jun 2004 18:19:24 GMT
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I have no idea how to fix them, I just heard BHS was fixing up the old WS maps so I figured I would post what problems I have found.

Subject: Map VIS errors archive
Posted by Fabian on Sat, 12 Jun 2004 02:55:02 GMT
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Subject: Map VIS errors archive
Posted by YSLMuffins on Sat, 12 Jun 2004 03:14:32 GMT
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AircraftkillerCulling doesn't bother the vis system, adding more objects after it has solved will though.

Better safe than sorry... Besides, repartitioning the culling system only takes two seconds.

Subject: Map VIS errors archive
Posted by zunnie on Mon, 28 Jun 2004 02:51:36 GMT
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http://www.n00bstories.com/image.view.php?id=1241130684&gallery=406
Hm. it doesnt work with [img] tag etc

Lol...

Nice stuff btw

[zunnie]

Subject: Map VIS errors archive
Posted by snipesimo on Mon, 28 Jun 2004 06:17:21 GMT
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I have a bunch more, I will upload them tomorrow.

Subject: Map VIS errors archive
Posted by snipesimo on Mon, 28 Jun 2004 16:15:23 GMT
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http://www.n00bstories.com/image.gallery.php?folder=1066

Theres a total of 54 in there right now. I just finished uploading all the new ones. Anything with a question mark in the description means it was a long time ago and I am not positive what I was taking an SS of. If you have any questions just ask me.

Also, will the new errors I just posted be fixed in time to be included in CP1?

Subject: Map VIS errors archive
Posted by mac on Mon, 28 Jun 2004 21:22:46 GMT
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snipesimohttp://www.n00bstories.com/image.gallery.php?folder=1066

Theres a total of 54 in there right now. I just finished uploading all the new ones. Anything with a question mark in the description means it was a long time ago and I am not positive what I was taking an SS of. If you have any questions just ask me.

Also, will the new errors I just posted be fixed in time to be included in CP1?

I'm afraid not. CP1 is almost done and we are in the final phases. A few vis fixes have been applied, but I guess there's room for more in CP2

Subject: Map VIS errors archive
Posted by snipesimo on Mon, 05 Jul 2004 19:15:29 GMT
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Since CP1 has been delayed so long, will all of the new ones I included in the archive be included?

Subject: Map VIS errors archive
Posted by Vomancha on Mon, 05 Jul 2004 22:32:18 GMT
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Not sure if they happen to everyone and forgot to take screenshots but i'll describe them as best as possible.

Under - Coming up from the GDI tunnel, if you look up onto the cliff the front of the cliff (from your perspective) disappears which also prevents you from shooting people up there. If you move out of the tunnel the cliff is restored and you can fire normally.

City Flying - Not sure if it happens on every map but in the weapos factory, if you stand inside at the corner where the stairs are located outside (the corner nearest the Powerplant) and then enter third person view, looking across the weapons factory towards the door nearest you, you can see outside.

Apologies if its only my graphics card that causes it and not an actual visual error.