Subject: The vis in tunnels
Posted by Anonymous on Tue, 29 Oct 2002 20:20:00 GMT
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OK, I finally got around to adding new vis points, and redoing the autovis stuff. I still get the same tunnel effects. Havoc disappears about midway thru the tunnel, and once I arrive at the end of the tunnel, there is nothing to be seen on other side of tunnel entrance. I cloned walls, mountain sides, grounds, rocks, floors, everything and made them vis objects. I walk around and try to add the manual vis points. It does nothing to help me. Sometimes it says there is no vis sector; sometimes it adds the little camera and says it fixed 0 sectors or whatever. What exactly do I need to do to make these tunnels work? I cannot stand this; I want to finish this freakin' thing and get on with my life!!! Yes, I know to hit ctrl ~ to make the manual vis pts. When it does not add it, what is going on? Am I looking at the correct spot? Or maybe I am pointed just a little bit in the wrong direction? Oh well, maybe I will start over and make something with no tunnels.

Subject: The vis in tunnels
Posted by Anonymous on Tue, 29 Oct 2002 21:56:00 GMT
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Sounds like one of two things: either you don't have a vis sector mesh under that area or the vis camera is seeing backfacing polygons. greg

Subject: The vis in tunnels
Posted by Anonymous on Wed, 30 Oct 2002 07:00:00 GMT
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OK, Greg, or anyone else. I think I may have an idea. Is the manual vis point needed where Havoc disappears? Say Havoc disappears in the middle of the tunnel. Where do I add vis pts? On the floor where he disappears at? Then, do I need more vis pts at the end of the tunnel? See, I have a cave-like tunnel leading to a man-made metaalic/concrete tunnel. the cave-like tunnel goes underground to the man-made tunnel. Havoc disappears halfway through. When I get to the end of the cave tunnel, I cannot see the man-made tunnel until I walk a few feet into it. Do I need to create, in renX, vis sectors on the walls of both tunnels, floors of both tunnels, ceilings of both tunnels, all of the above, or some of the above? And when I add those vis sectors in renX, where do I add the manual vis pts in lvl editor?And no, I do not believe they are seeing back-facing polygons. [October 30, 2002, 07:02: Message edited by: steggyd]

Subject: The vis in tunnels
Posted by Anonymous on Wed, 30 Oct 2002 07:11:00 GMT
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Oh wait. One more thing. At the above ground end of the tunnel, I do have one of Renegade's stock rocks. At the underground end of the tunnel, I have Recon bikes spawns. Will these be considered backfacing polygons that affect my vis? If so, how can I get around it?

Subject: The vis in tunnels
Posted by Anonymous on Wed, 30 Oct 2002 10:01:00 GMT
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quote:Originally posted by steggyd:Oh wait. One more thing. At the above ground end of the tunnel, I do have one of Renegade's stock rocks. At the underground end of the tunnel, I have Recon bikes spawns. Will these be considered backfacing polygons that affect my vis? If so, how can I get around it?hmm they shouldnt - but try to remove them and if it works

Subject: The vis in tunnels
Posted by Anonymous on Wed, 30 Oct 2002 16:17:00 GMT
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Are your VIS sectors all separate meshes? Try making sure your VIS sectors are relatively vertical--they don't have to be perfectly flat. It might also help to have some VIS sectors extend beyond where a player can not move to, to help deal with the fact that the camera can move to places where the player can not. For example, have the VIS sector extend partially further behind a tunnel wall.