|  |
| --- |
| **Detailed Brush's and Cut vis Compile Time** |
| **What we are going to do:** |
| Okay, making a detailed brush is a must if you have a huge map. It really cuts back on the vis compile time! Also, the game engine of MOH does not have to draw a much, which means not as much lag! |
|  |
| **Get Going!** |
| Okay, you will prolly want to do this to a map you already have, but I will just make a simple map, it is kinda like a castel, but you will get the idea.  http://web.archive.org/web/20050130060111/http://users.1st.net/kimberly/tutorial/db/boxes.jpg  Now see every thing in this map has to be drawn by the MOH Engine, which sucks. So let cut back on all this drawing for the engine.  Before we go on, if I compile this no, my visdatasize is:  http://web.archive.org/web/20040107065954im_/http:/users.1st.net/kimberly/Tutorial/db/t/vis.jpg  Okay good! Now select what ever you want to be a Detailed Brush, in this tut, I am going to select my whole castle! You can not turn a brush into a detailed one if it is touching the void! I will show this illustration in a bit, but for now select what you want:  http://web.archive.org/web/20050130081158/http://users.1st.net/kimberly/tutorial/db/select.jpg  Now in any 2D View, right click and go to "Make Detailed":  http://web.archive.org/web/20040107065954im_/http:/users.1st.net/kimberly/Tutorial/db/t/make.jpg  Now what you have selected will turn green! that means it is a detailed brush:  http://web.archive.org/web/20050130065542/http://users.1st.net/kimberly/tutorial/db/green.jpg  Now lets look at that visdatasize:  http://web.archive.org/web/20040107065954im_/http:/users.1st.net/kimberly/Tutorial/db/t/newvis.jpg  HOLY SMOKES! THATS SMALL NO!!!!!!!  OKAY:  168 -40 ~~~~ **128**  Woo Hooo we got rid of 128 surfaces for the engine to draw! And it all works! Good job! thats it!  **TIPS**   |  | | --- | | 1) You can turn any detailed brush back into a structure, just select what you want, right click in 2D view and go to "Make Structure" | | 2) the void is the stuff you subtract from, all this red is the void: http://web.archive.org/web/20050130172203/http://users.1st.net/kimberly/tutorial/db/void.jpg | |
|  |

© Nemesis's Tutorial Page 2002-2003