

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 la

Get Going!

Okay, you will prolly want to do this to a map you already have, but I will just make a simple map, kinda like a castel, but you will get the idea.

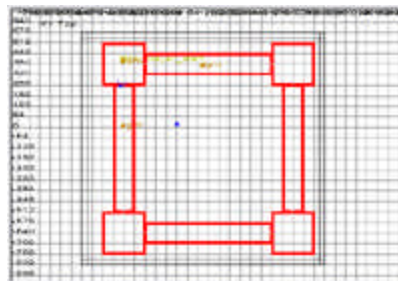


Now see every thing in this map has to be drawn by the MOH Engine, which sucks. So let cut back all this drawing for the engine.

Before we go on, if I compile this no, my visdatasize is:

visdatasize:168

Okay good! Now select what ever you want to be a Detailed Brush, in this tut, I am going to select whole castle! You can not turn a brush into a detailed one if it is touching the void! I will show th illustration in a bit, but for now select what you want:



Now in any 2D View, right click and go to "Make Detailed":



Now what you have selected will turn **green**! that means it is a detailed brush:



