
Subject: Okay so its not VIS (Was: Question to mappers about VIS data)
Posted by [Anonymous](#) on Sat, 22 Feb 2003 16:07:00 GMT

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I have noticed a little lag myself, but I had assumed that to be because my ISP has been acting funny since the two feet of snow dropped down on this area a few days ago. If its a problem with the maps I don't have a clue what it is. The maps probably have less to process then the normal maps since the defenses, vehicles, and beacons are gone. I don't know if something could have changed on export. I did compress the textures from .tga to .dds on some of the maps, but not all. On a side note. I'm working on a new version of Walls_Sniping. It fixes a few vis errors. If I'm right the new version and the old version would be compatible.
