
Subject: Okay so its not VIS (Was: Question to mappers about VIS data)
Posted by [Anonymous](#) on Sat, 22 Feb 2003 06:47:00 GMT

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I did regenerate the vis on City and Walls. I'm not sure that would cause a framerate problem, since I think those two maps have a tendency to render less then they should sometimes. On the other maps I think I left the vis untouched. I don't know what would cause lag or a bad framerate in them. I've never really noticed bad fps in maps because I always have a bad framerate (average 10, if lucky I get 15) no matter what map I play.
