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Subject: Advanced Vis Question

Posted by [Anonymous](#) on Sun, 12 Jan 2003 21:27:00 GMT

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quote:Originally posted by SomeRhino:True, but you see, having 50 vis sectors in the middle of an open area wherein no new meshes are visible doesn't help at all, it simply creates more unmarked vis sectors to hunt down. Sometimes VIS work requires that. I strike a balance... Usually stick with about 50-200 VIS sectors for a small map, 200-400 for a large one.

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