
Subject: Tutorial >> How To Generate VIS Quickly
Posted by [Anonymous](#) on Mon, 23 Dec 2002 13:02:00 GMT
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VIS is the visibility algorithm used by the game engine to work out what you can and can't see from any given position in the map, reducing the amount of polygons that have to be drawn. Without it, the engine is rendering the entire map, and your FPS drops drastically.
