Some people may know already this, but it's always good to be sure other people also do   Well, first choose the VIS mesh(es) you have on your map. Then try to attach em all into one piece only.Move your cursor to Modifiers tab and click on Mesh Editing > Tessellate. That will divide your object into several equal pieces. I'd recommend you set the "Tension" to the 0 value, and change "Iterations" to 2 (According to the VIS Mesh size, you may need to use bigger values here to make they be divided into more pieces).Next step is to use "Explode" to detach all meshes into several other objects.To avoid having trouble with other objects that have nothing to do with VIS - Select all them and right-click > Freeze Selection. It will make all the other objects to become unuseable (Don't worry, you can revert this proccess after finishing with the VIS).Convert your VIS mesh to Editable Mesh, then select all polygons in the mesh. Next step is scroll down the right bar and change the "Explode" value to 1,0 - Then simply click on the "Explode" button itself, that will blow your mesh into XXX pieces (Example - 20 polygons will be transformed into 20 objects).I just figured out this alone, and would like to share the knowledge   I plan to release a .DOC file with this......Well, enjoy your new and faster way to make VIS