
Subject: VIS - - Location?

Posted by [Anonymous](#) on Sat, 19 Oct 2002 17:42:00 GMT

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No. It can be in the same mesh locations as the terrain and explode it. Some Rhino's correct about looking at the VIS group in the hourglass.gmax example. And look at their W3D exporting selections for it. The 10 meters part is only for flying units. And it goes up. [October 19, 2002, 17:44: Message edited by: Ingrownlip]
