

---

Subject: VIS - - Location?

Posted by [Anonymous](#) on Sat, 19 Oct 2002 17:36:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Haven't tried vis, although I'm going to on my next map. From what I understand, the Vis sectors must be a clone of your ground terrain that is exploded. It can't just be a flat plane (that is unless your terrain is a flat plane.) Also, I believe it must be 10 meters below the real ground, although I am unsure. Check out the hourglass file.

---