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Subject: Simple VIS tutorial for the curious

Posted by [Anonymous](#) on Sat, 05 Oct 2002 13:03:00 GMT

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You can also use the Explode method to get your VIS sectors done. If you are doing VIS, there must be VIS sectors everywhere the player can move to, including the camera. If you have VIS sectors on one half of the map and no VIS on sectors on the other half, when moving to the area of the map with no VIS, that area will be completely invisible.

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