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Subject: Vis Points

Posted by [YSLMuffins](#) on Tue, 15 Mar 2005 00:02:36 GMT

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No, don't use manual VIS points alone, you'll screw up the visibility in a sector, as in you'll have to manually define ALL visible objects in a sector in ALL directions. That's why the auto-generate vis process takes so long, it's doing a whole bunch of manual vis points.

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