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Subject: Optimize Vis Data

Posted by [Burn](#) on Fri, 18 Mar 2005 20:29:12 GMT

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Hey, I hate to bother everyone again, but I'd like to know what this is..

In LevelEdit, when I do "Optimize Vis Data", can someone explain to me what exactly I'm 'optimizing'?

Am I compressing the sectors, the vis points, or what?

Thanks.

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