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Subject: VIS senseless today?

Posted by [DL60](#) on Tue, 05 Sep 2006 16:07:00 GMT

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A few minutes ago I read something about VIS in a topic here in this forum and the effect on ping when you skip making the VIS for a map.

I know that you have less FPS when you don't have VIS but does it have a real negativ effect for online-gaming? For me I found no definitive answer in this topic.

I think about to learn making the Vis thats why I ask.

Another question is: Does it make sense to make VIS? Most people today have pc's which have more than enough power to play CCR with a good framerate and you need a lot of time to make VIS. Is VIS senseless then?

At the moment I'm working at a classic-westwood-style-map which is not too huge and not too small but with a bit more polygons than the original Westwood-maps.

What's your opinion about that?

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