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Subject: Re: VIS senseless today?

Posted by [danpaul88](#) on Tue, 05 Sep 2006 16:11:23 GMT

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VIS is pretty much essential for maps which are more than boxes on a flat terrain, it takes a long time to do, but it's benefits are substantial.

It's not JUST fps it affects, from what I remember it also has an impact on the amount of load on the server, and the traffic between client and server, although I could be mistaken.

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