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Subject: Re: VIS senseless today?

Posted by [YSLMuffins](#) on Tue, 05 Sep 2006 18:39:09 GMT

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I highly recommend doing a vis setup for maps, just for the fact that you don't have extreme FPS jumps when you rotate the camera. No matter where you are on the map, sometimes when you're looking in the direction of an area with heavy textures and polygons, the fps could drop dramatically on some computers without a vis setup.

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