
Subject: Re: VIS senseless today?

Posted by [DL60](#) on Fri, 08 Sep 2006 13:48:43 GMT

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My map isn't a small one like C&C_Volcano but it isn't also such a huge one like C&C_Terrace or C&C_Last_Stand.

As I said my maps has some more polys and some textures with higher resolutions (from BF2)
