

---

Subject: Re: VIS questions

Posted by [Halo38](#) on Tue, 26 Dec 2006 20:48:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

c0vert7 wrote on Tue, 26 December 2006 00:50It seems tho once I make a VIS correction on a glitch I will go over a spot and new one is found... I thought I had the whole gdi base done and when I went ingame I found one small one out of the whole base and I fixed it level edit and its all messed up again so I have millions of cameras now .

I fixed 4396 vis errors in Arid, it took me 3 days, wouldn't be suprised if you had to do a similar number, but i'm a real perfectionist so maybe less for the average mapper

---