
Subject: Re: VIS questions

Posted by [c0vert7](#) on Wed, 27 Dec 2006 18:28:34 GMT

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

Now I just thought of this... If VIS is suppose to reduce the ammount of processing time and is suppose to increase performance and less lag and all. Would it make that much difference if u didnt? I mean ur adding how many vis points pretty much covering up the whole map.... and u still have to process almost as much.. Is it really worth all the effort?
