

---

Subject: Help! VIS won't work.

Posted by [Sanada78](#) on Wed, 04 Jun 2003 20:01:05 GMT

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

---

I have now finished everything in my map and now I'm ready to apply VIS. I followed a tutorial that says first you must discard the VIS data which I did. I then went onto the next step "Build Dynamic Culling System". When I click on this, it does Floodfilling World then crashes on Compressing Sectors with a debug error. I've tried doing this without my map loaded and still the error appears.

---