
Subject: Help! VIS won't work.

Posted by [Captkurt](#) on Sat, 07 Jun 2003 01:01:20 GMT

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Sanada78Well now that I have applied VIS, most of the objects on the map just disappear. I know this is what is meant to happen but too much of the map disappears. Can anyone recommend what settings would be best for my map? It's quite an open map with a large battlefield area similar to C&C_Field and has tunnels.

get my tutorial, for LevelEdit Commands
it will walk you right through to the end.
