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Subject: Re: crap after generating vis

Posted by [IronWarrior](#) on Tue, 28 Aug 2007 23:09:36 GMT

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Slave wrote on Tue, 28 August 2007 17:27I did everything you said.

Plus redoing the vis. I assumed that needed to be done, since the non flying city only has vis information near the ground.

Also yay for mix->lvl, but I can also imagine people will get pissed for stealing their map.

Ah, no need to do the vis information, you shouldn't need to do anything like that, just the step's I said.

Remember to move the .ldd file into the .mix only, not the .isd that will fuck things up most times.

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