Subject: Re: crap after generating vis
Posted by reborn on Thu, 30 Aug 2007 06:37:37 GMT

vis is client side, not server side. That's why Iron said you dont need to generate vis and stuff (he was assuming this was for a server mod).
But you could take the existing vis file from the original .mix and use xcc to place it in your new map. This would save you generating vis on it.