
Subject: Re: crap after generating vis
Posted by [Slave](#) on Thu, 30 Aug 2007 20:36:26 GMT
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Reborn wrote on Thu, 30 August 2007 01:37But 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.

Alright, wich file do i need to copy paste? And when? Before or after the leveledit job.
