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Subject: Re: VIS thingy

Posted by [Ghostshaw](#) on Sun, 06 Jul 2008 09:12:20 GMT

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You mean like if your really high that you can't see the ground anymore?

Or do you mean the weird glitch that when your on top of a level some times the ground under you disappears?

First can probably be fixed by making the line of sight configurable. The second is probably cause no VIS was calculated for that altitude. Doubt we can fix that and we don't really have too as your not suposed to be able to get there.

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