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Subject: Re: Refinery Animation

Posted by [Veyrdite](#) on Thu, 17 Jul 2008 23:09:14 GMT

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DeathLink6.0 wrote on Thu, 17 July 2008 23:51: By the way: When I replace the ref with a new one, will this affect the VIS?

Keep the old vis sectors if the new ref doesn't have them.

The building's geometry should be near-exactly the same.

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