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Subject: Re: Fixing... Points?

Posted by [saberhawk](#) on Wed, 17 Sep 2008 01:58:39 GMT

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R315r4z0r wrote on Tue, 16 September 2008 21:56Also, one more thing, VIS uses the rendering of the map from the game itself, it does not matter what kind of hardware you are running. VIS errors you get on a map on 1 computer will come up on other computers as well.

But in order to find these errors you must be in specific spots facing the camera in a specific directions. So it is really more up to chance than anything.

It uses a special software renderer in LevelEdit (which is why it takes so long to complete)

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