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Subject: Re: Intro + Some Questions

Posted by [Veyrdite](#) on Mon, 06 Oct 2008 00:18:35 GMT

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The VIS sectors are polygons and are part of the map's mesh. Go to the instances tab, double click on you terrain and check the tick-boxes next to all of the sectors startng with VIS to see them.

To fix your problem either re-calculate VIS or just discard all VIS data via the VIS menu at the top of LE, at the expense of your framerate.

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