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Subject: Vis generation for flying maps..24 hours?  
Posted by [Titan1x77](#) on Sun, 24 Aug 2003 19:47:29 GMT  
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havoc i think i had 6000 polys of vis sectors...the flying planes where 1 poly each while the ground was several poly's per sector.

I think it may of been around 1500 total sectors.

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