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Subject: Vis generation for flying maps..24 hours?

Posted by [YSLMuffins](#) on Sun, 24 Aug 2003 20:13:50 GMT

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Paradox Harbor took me two days to auto-generate VIS, with granularity set to 5.

But I wouldn't take that estimation to heart too much, because I was very inexperienced back then and was being very lazy with my VIS work. I was using shoddy meshes and also used the explode method. :-\

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