
Subject: Re: Program something w3d
Posted by [CarrierII](#) on Sat, 16 Oct 2010 13:36:04 GMT
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Judging from my playing experience (I can get portions of the map to not render when they should, C&C Complex is the easiest to do this on), the VIS system renegade uses is zone based, no? That just means you have to consider if any part of any other zone can be seen from your current zone, no?
