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Subject: Re: Mission 'All Brains, No Brawn' mesh occlusion/culling problem  
Posted by [dblaney1](#) on Thu, 29 Jan 2015 21:58:14 GMT  
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jonwil wrote on Thu, 29 January 2015 14:27 That looks to me like its a vis glitch.

I agree. Definitely a vis issue.

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