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Subject: something new im working on

Posted by [General Havoc](#) on Mon, 13 Oct 2003 15:35:20 GMT

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If you are hving flying vehicles and it is going to be big then you should definately use VIS. I would say that the only situation you may not need VIS is a deathmtch map without vehicles, even then it is still good practise to do it.

I don't think you can take advantage of a dual processor machine when generating VIS. I used a Athlon MP 2200+ machine to test it out before and I could only use the one processor as it was a 32 bit application. I then tested it on a P4 2.2 Ghz I was building at the time and it did it in about 2/3 of the time od the dual CPU one.

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