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Subject: Map Bugs

Posted by [phlakaton](#) on Tue, 25 May 2004 15:43:43 GMT

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Generating vis information on the highest settings probably won't help these maps... it was a system open to many flaws... it worked to about 60% capacity really. The real work is dont post vis calculation where you go into the editor and fix those drop-outs manually with the enter key... and that didnt work all the time either... sometimes the mesh is just built in a manner that the calculations simply do not like. Have fun! Maybe it'll work for you... cause it's that random!

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