Subject: Okay so its not VIS (Was: Question to mappers about VIS data
Posted by Anonymous on Sat, 22 Feb 2003 12:15:00 GMT
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Isn't it possible to create a map with NO VIS/dynamic culling done, and said map will lag more than one with VIS work done, because the client has to render everything?I'm trying to figure out why NeoSabers sniper versions of the official maps lag, and the only hypothesis I can come up with is maybe he didn't do VIS on them.EDIT: changed subject from "modders" to "mappers" [February 22, 2003, 12:41: Message edited by: Blazer]