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Subject: C&C\_DM\_Cambodia

Posted by [Anonymous](#) on Sun, 19 Jan 2003 20:37:00 GMT

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quote:Originally posted by DoctorNerve: quote:Originally posted by DoctorNerve: quote:Originally posted by SomeRhino:You don't need to use vis on a level with that type of design, it wouldn't speed up the game at all.You can draw the interiors then without vis... they're cheap enough I guess... vis is very clunky anyway.you can also vis out those tunnels below the ground too... I'd put vis in.Vising out anything less than 1000 polygons is useless IMO, much less the 50 polygons used in the tunnels.

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