
Subject: C&C_DM_Cambodia

Posted by [Anonymous](#) on Sun, 19 Jan 2003 17:57:00 GMT

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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.
