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Subject: Simple VIS tutorial for the curious

Posted by [Anonymous](#) on Thu, 25 Jul 2002 08:23:00 GMT

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Oh, and why would you want to do this? Because it can vastly improve the performance online. I've had a theory and tested it out with Paradox Harbor and I found a lot of data that supported my theory - VIS data somehow allows the map to run smoothly on the FDS without crashing - plus people's FPS get a boost. VIS data really helps out larger maps, but I would recommend people do this for their map no matter what the size.

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