Subject: How do I use VIS?
Posted by Sanada78 on Fri, 25 Apr 2003 09:44:51 GMT
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I have heard about this thing called VIS (Visual Rendering) and I was wondering how do I use it? It's meant to help slower computers by dropping the detail of objects when you reach a certai distance from them (I think). I just need to know how to apply this, do I do it in RenX on Level Edit?