
Subject: Playing Manual Vis Points For Flying Maps
Posted by [YSLMuffins](#) on Mon, 09 Jun 2003 21:44:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

When it comes to the case of flying maps, you have to make "layers" of VIS sectors. Search for my VIS post.

Or give me a second and let me find it...
