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Subject: Re: C&C\_Epocilation

Posted by [R315r4z0r](#) on Fri, 27 Jul 2007 19:23:47 GMT

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Ok, I ran into a problem but I am going to give the testers a choice.

You see, for some reason, which I think I know why, the VIS sectors surrounding the base structures and some of the roads didn't generate IDs, and when I try to sample a point say near the Weapons Factory, it is "Rejected due to no VIS ID"

So, what I am going to have to do is regenerate the sectors. Which will take another day and a half. (I took out some useless ones.. like some that managed to get over the flight roof (how, I have no idea) but I also added more to fix the ID problem that I am having now)

So my question to those of you who want to test:

Should I finish up what needs to be done other than VIS and distribute betas as is, and leave correcting the VIS for the next beta...

Or would you rather me take care of the VIS now and get it done with. (Will take another 2 days to release beta)

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