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Subject: Re: Optimize Vis Data

Posted by [Slave](#) on Tue, 31 Jul 2007 21:58:25 GMT

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A bump means you drag a topic up for no real purpose.

But the above is pretty much what I am wondering.

Leveledit compresses something, but does this degrade the quality of the vis stuff? Like jpg with a high compression results in a crappy picture.

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