Subject: Re: Optimize Vis Data
Posted by Jerad2142 on Wed, 01 Aug 2007 20:49:54 GMT
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YSLMuffins wrote on Tue, 31 July 2007 16:25I believe I've only tried it once, and I think all it does
is remove some redundancy in overlapping vis sectors.
That can't be all it does, because I have optimized maps without vis sectors and it still removes
and merges 100s of things.