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Subject: Re: Misson maps

Posted by [Gen\\_Blacky](#) on Mon, 03 Dec 2007 01:19:36 GMT

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Dthdealer wrote on Fri, 30 November 2007 18:40I personally go to the instances tab and strip the map of everything but manual vis points.

That way i know what and what isn't visible. Plus even in LE without VIS some levels truncate the fps.

if your making server side y would u

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