Subject: Re: Fixing... Points?
Posted by R315r4z0r on Wed, 17 Sep 2008 01:56:51 GMT

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Also, one more thing, VIS uses the rendering of the map from the game itself, it does not matter what kind of hardware you are running. VIS errors you get on a map on 1 computer will come up on other computers as well.

But in order to find these errors you must be in specific spots facing the camera in a specific directions. So it is really more up to chance than anything.