
Subject: Re: Release - C&C_Hourglass_Flying_BETA

Posted by [cmatt42](#) on Fri, 09 Jan 2009 19:39:15 GMT

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CarrierII wrote on Fri, 09 January 2009 12:35 If there is no Vis data then that explains Chuck Norris' problems, as he is rendering loads of things at high detail, then overwriting them. Do at least generate vis for the final map, because otherwise older PCs will actually collapse.

This. To the people who are like "add vis, do it now", it can take several hours to generate vis. Just wait until the map has all the bugs worked out and is ready to go before complaining.
