
Subject: Re: Mapmaking problem/question...VIS?
Posted by [Gen_Blacky](#) on Sat, 24 Jan 2009 20:50:09 GMT
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Mauler wrote on Sat, 24 January 2009 12:51 Not having VIS sectors for flying units is bad because that will happen, and i think you should cut the mesh under each structure so you won't have any clipping issues.
