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Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME  
RANDY

Posted by [Reaver11](#) on Tue, 30 Mar 2010 12:19:46 GMT

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They probably did it the fast way. (Example by only using 4 sectors)

Vis is a pain in the ass to do. Especially when there are flying units involved, which there are in  
RP2.

It's worth it though.

Without vis and using bots equals lag.

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