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

Posted by [Canadacdn](#) on Tue, 30 Mar 2010 18:40:12 GMT

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CarrierII wrote on Tue, 30 March 2010 10:59Have they done the epic vis calculation?

Unfortunately, VIS on RP2 would be pretty much impossible or a gigantic pain in the ass to implement. It's kind of hard to do without getting memory errors. Too bad there isn't a 64-bit leveledit.

Also, the bots are optional. They can be disabled by unchecking "spawn weapons" in server options.

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