
Subject: Re: Collecting map issues for a possible set of fixed maps

Posted by [Gen_Blacky](#) on Sun, 02 Oct 2011 21:01:54 GMT

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iRANian wrote on Sun, 02 October 2011 13:32It's a VIS glitch, it's a problem yeah but I don't think it will be fixed.

It can easily be fixed just have to add some manual vis points and regenerate vis system.
