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Subject: Re: ACK

Posted by [Aircraftkiller](#) on Sat, 23 Mar 2013 15:58:41 GMT

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iRANian wrote on Sat, 23 March 2013 11:26

Why can't you just add VIS to the map lol

Quote:Work with Saberhawk to program the tool that lets vis calculation work with multiple cores, so it wouldn't take me weeks upon weeks of leaving LevelEdit open to run vis calculations

It's like asking me "Why don't you just go stand in front of a moving train?" I'd do it if it wouldn't require so much personal time. I don't want to leave my computer running for weeks just to render the vis points, which I'd have to go back through and fix, assuming I didn't get a power outage and lose everything before it finished. If I removed the flying units, it would take a tenth of the time to calculate, but it would still take a long time to do it because of the size of the map.

If you can work with Saberhawk to get a better vis calculator, I'll gladly use it and implement it. That or I'll just make a smaller map. Either or.

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