
Subject: Re: ACK

Posted by [Gen_Blacky](#) on Mon, 25 Mar 2013 03:22:14 GMT

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Quote:It's a very time consuming process and it's why I didn't end up doing it at the end.

The vis calculations don't take that long depending on how big each of your vis sectors are. The hard part is doing the detail hand work for the vis system and takes a very long time to do it right specially flying maps.

I would make and oversized vis sectors if you even added one. 30 x 30

Did you ever add all the vis planes for flying? I assume not.

3) Deal with it
