
Subject: Re: ACK

Posted by [Gen_Blacky](#) on Wed, 27 Mar 2013 00:17:27 GMT

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saberhawk wrote on Tue, 26 March 2013 18:09 And yet, that map was not designed with VIS in mind. It is bowl shaped without any interesting occluders and probably would run better without VIS because there's nothing here.

true. I just wanted to play around with the vis system. See how long it would take to generate the vis points with 100 sectors. Not spend time on anything special.
