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Subject: Map Bugs

Posted by [YSLMuffins](#) on Tue, 25 May 2004 21:20:21 GMT

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Oh God! To the contrary, fixing the VIS glitches on the official maps shouldn't be a long arduous task. Don't regenerate the VIS data! Save yourself some time and just create additional manual VIS points and repartition the culling systems before saving!

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