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Subject: Vis

Posted by [CnCsoldier08](#) on Mon, 16 Feb 2004 07:28:30 GMT

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When doing Vis, Is the onlything i need to do is clone each poly of the ground mesh, then give them the Vis property?

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Subject: Vis

Posted by [General Havoc](#) on Mon, 16 Feb 2004 08:12:57 GMT

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<http://renhelp.co.uk/?tut=25>

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