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Subject: My final renalert map.

Posted by [Titan1x77](#) on Tue, 30 Nov 2004 07:38:32 GMT

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Vis can only help

Ive Tested many of my maps before VIS was generated and VIS has increased FPS everytime in about 90% of every area of the map.

yes its very time consuming for the mapper, but this will be much appreciated by anyone playing the map.

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