Subject: Confused About Vis Points (Still)
Posted by Burn on Tue, 05 Apr 2005 19:06:36 GMT
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Oh yeah, thanks for bringing that up.

When I looked at the vis sectors that WW set up, I saw that it was just the ground, it didn't include all of the walls. That definately makes things a lot easier.

I also just detached the faces and didn't move them. I couldn't really tell if there was a difference. But now I know there is no difference.

This should make things a lot easier. Thank you for your time.