Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Jerad2142 on Mon, 17 Sep 2007 12:18:08 GMT
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Yrr wrote on Sun, 16 September 2007 15:30I don't know anything about vis sectors, so I cannot answer this question.
Probably not then, easiest way to check would be to go to a spot that you know you had to add some manual visual points in and see if you can see in that position. If yes then you will have to regenerate the vis system.