Subject: Re: Misson maps
Posted by Ethenal on Tue, 04 Dec 2007 00:00:25 GMT
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RoShamBo wrote on Mon, 03 December 2007 01:38Ethenal wrote on Mon, 03 December 2007 02:47Gen_Blacky wrote on Sun, 02 December 2007 19:19Dthdealer wrote on Fri, 30 November 2007 18:40I personally go to the instances tab and strip the map of everything but manual vis points.
That way i know what and what isn't visible. Plus even in LE without VIS some levels truncate the fps.

if your making server side y would u

Because it's still server side.

Vis is client-side.

Of course, but aren't the VIS points still going to work fine as long as he doesn't change the VIS settings?