
Subject: Vis generation for flying maps..24 hours?
Posted by [Titan1x77](#) on Sun, 24 Aug 2003 06:29:26 GMT
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I'd like to know how long it took Sanada(oasis flying) and YSLmuffins(Paradox harbor)to create vis...I used a gran setting of 6 and with 8 sets of 30x30 vis planes covering the entire map along with anything that could be walked on....I think I had 6000 seperate vis meshes....its going to total 24 hours..just about.

Is this normal or is it to many vis planes?

It's a big map but not quite as big as paradox harbor...more about the size of oasis flying.
