Oh, lol. I thought I did. Don't worry, I didn't do it twice. I just said all that stuff from memory. I wasn't sure if I fixed it last version, or the version before it.

And ok, I will add in more VIS sectors in Obs too.

So, anyone have any problems not relating to VIS? Any balance problems? Missing textures? Harvester logic?

If it just VIS, than that is great!