Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Wed, 24 Oct 2007 09:42:26 GMT
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im testing these overhead maps and.... sir kane's islands is perfect lol! they got same texture as ingame map......like you come to palm ingame--radar show it w00t i mean its 100/100 same pixels...but all other maps didn get this.....and x/y polygon didn help so much....how the hell you made them...
so lol again SK kick all of us...?