Subject: Re: [request] High Res Vehicle textures
Posted by Spyder on Tue, 27 Jan 2009 18:43:02 GMT
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Saberhawk wrote on Tue, 27 January 2009 19:31Might want to drop this in data then

Note: I looked in the file and the math is horribly wrong, written by me when I really had no idea what I was doing. I might release a fixed version in a day or so.

Thanks for the file, I'll try again now. Even though the math is horrible...If it works, it works. Right?

Edit: Yep, they're working now, looking nice