Subject: Re: Screen resolutions for blood hud
Posted by Raptor RSF on Sun, 24 Jan 2010 15:00:36 GMT
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Sir Kane wrote on Sun, 24 January 2010 06:29I said offsets, not textures. You can just use one large texture for it all.

Oh oke, but that will be a pain in the ass to code Lol.
And a big part of the texture will not be visible on HD screens.