Subject: Re: SEye
Posted by jnz on Tue, 24 Apr 2007 23:25:52 GMT

Updates
1) People now enter and exit vehicles.
2) Adding builings one by one (this is taking hours to do each map).
3) Mouseover on the buildings.

Video: http://www.dansprojects.com/Seye/SEye_MouseOver2/SEye_MouseOver2.html