
Subject: Re: Demo of hud.ini radar map features
Posted by [Scrin](#) on Wed, 24 Oct 2007 11:53:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sir Kane wrote on Wed, 24 October 2007 05:43: I honestly do not understand what you're trying to say.

your islands what you posted its perfected with all polygons...in your map-like you go to ref inside and radar show same..... in other maps you go to ref but radar show what you stay far away from ref or agt or....mismatch radar textures and ingame (but not in yours).... pls ('_")

i wish you... post more this nice maps, lol or say how you do them, resize?
