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Subject: Mirror maps and players clientside  
Posted by [Veyrdite](#) on Tue, 14 Jul 2009 08:21:06 GMT  
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Would it be possible to allow the client to mirror the map on their computer along either the x or y axis? As long as the coords of map vertices, objects coords and vertices, bullets etc are reversed the game would be equivalent and not have any advantages over other players.

This would be entirely aesthetic of course, but it would bring a new feel to any Renegade map (official or non). Image played Nod on under with the exit to the field on your right.

This is not a pixel-swap, as then all text, hud elements and movement would also be reversed. Would it be possible? Although not important it would be a nice feature.

Hope to see TT released soon

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