

---

Subject: Re: Mirror maps and players clientside  
Posted by [Veyrdite](#) on Sat, 18 Jul 2009 07:32:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It would require  $x = 0 - x$  to be called just before the coords of objects, bullets etc are rendered (once a frame?) The player controls however may need reversing.

Simply put, a map and all of its contents are mirrored perfectly. The player, vehicles etc behave normally and the hud is not mirrored.

This is not a separate-map idea - the players on the same server can play mirrored or non without an advantage either way. The server itself wouldn't even have to know.

Once again I stress this is not vital, but simply an idea.

---