
Subject: Re: [Shader] Horizontal Flip Shader
Posted by [nopol10](#) on Mon, 20 Jul 2009 06:46:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Its a shader, it works everywhere. Also it is a disadvantage because the HUD is drawn after the scene is rendered, so the targeting system will show the wrong direction for moving objects and the radar will be wrong as well. Have fun
