
Subject: Re: [Shader] Horizontal Flip Shader
Posted by [Veyrdite](#) on Tue, 21 Jul 2009 05:52:29 GMT
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Everything you do and see is 100% normal as EVERYTHING to do with action is mirrored. If you shoot to the left, on a normal client you will shoot to the right but the bullet will fly the same way and hit the exact same place. Pretend what you are seeing is a monitor in the mirror.
