Subject: Re: Game-Maps.NET V2!
Posted by cnc95fan on Thu, 27 Aug 2009 09:27:54 GMT

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a000clown wrote on Thu, 27 August 2009 01:53
I'd also prefer to see it use a fluid width that uses a percentage of my window instead of a fixed 834px that wastes space on larger monitors and would probably fuck up mobile screens.
Yeah that's agreed; can't go wrong with 80%