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Subject: Re: I Got A Present For Ya!

Posted by [Jerad2142](#) on Mon, 12 Sep 2011 17:24:09 GMT

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Basically the menus are a w3d, and that w3d has a mesh that is a certain size in it, wherever you don't see the w3d you see the game in its framerate saving mode (or whatever you call it).

I suppose the easiest (and best) fix would be for someone to edit the menu w3ds. I say best because Rp2 uses the inside of a 3d building for its background menus, so as the screen gets wider you just see more of the room, however it'd look dumb to slap black bars on top of that room just to fix the menus... but that's just my opinion. If the fix could be applied only to mods that wanted it I'd be fine with it either way.

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