Subject: Re: SEye

Posted by jnz on Sun, 15 Apr 2007 04:19:17 GMT

View Forum Message <> Reply to Message

Finally, just 5 mins ago. i figured out how to get stuff to rotate. Although, the offsets in this picture are not right. its nothing to worry about, it can be fixed, but it has to be done for every map.

File Attachments

1) 5-16-47.png, downloaded 747 times

