

---

Subject: Re: Looking for someone who can make me some overhead view map screenshots

Posted by [Canadacdn](#) on Fri, 01 Dec 2006 22:28:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Those are some great pictures, but the edge parts should be blurred so they don't look so unnatural.

As for Rp2 using the overhead map, it's a great idea and I'll try to implement it when this becomes available, but the picture will be one bigass texture.

---