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Subject: Re: SEye

Posted by [jnz](#) on Sun, 15 Apr 2007 04:19:17 GMT

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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.

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### File Attachments

1) [5-16-47.png](#), downloaded 830 times

