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Subject: Re: Visual Bot

Posted by [Tunaman](#) on Sat, 25 Sep 2010 00:25:10 GMT

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Yeah, I think that I used a similar method to yours, but I scaled the X and Y values differently (you may be doing exactly that, I couldn't tell from your wording) based on a variable for each map. I meant all the default maps in my post too.. no way would I do that for every map available.

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