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Subject: Renegade Alert HUD Update: Radar  
Posted by [Renx](#) on Tue, 05 Oct 2004 18:13:42 GMT  
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The first addition to the new HUD will be the Radar. Eventually every feature in the HUD will be remade, and new features will be added. We'll keep you updated on those as they are worked on.

The new Radar will have an overview of the entire map. Buildings, Vehicles, Base Defences, Walls, Infantry, and even elevations will be visible on your radar. As you move across the map, the overview on the radar will follow you as well, keeping you at the center. Units moving in the game will also move on the Radar.

Zooming in and out is also supported by the new Radar. It can zoom anywhere between 60 and 150 meters from the ground(60 being the minimum, 150 being the maximum). However, as you zoom out, you will lose some details on the Radar. Zooming in will result in more detail, of course.

Here is an example of what's completed so far. Keep in mind the objects in the Radar at the moment are only temporary, and will later be replaced(The background with the real map overviews, ect..). The old radar will obviously not be there either, along with the rest of that HUD.

All of this has been coded by Silent Kane, and he is still adding more features to it as well.

<http://dynamic6.gamespy.com/~renalert/forum/index.php?&act=ST&f=5&t=4835>

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