
Subject: Demo of hud.ini radar map features

Posted by [jonwil](#) on Mon, 20 Nov 2006 04:03:24 GMT

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I have fixed several bugs in the hud.ini custom radar code as of 3.0 and now you can have a map texture that rotates so that "up" is always where you are looking. Here is an example to show it off (you will need 3.0 to actually play with the example)

Firstly, here are 2 screenshots that show the hud.ini radar map feature working:

<http://users.tpg.com.au/jfwfreo/Screenshot26.png> C&C_Walls

<http://users.tpg.com.au/jfwfreo/Screenshot25.png> C&C_Islands

Here is an example map texture for C&C_Walls to show how they should look and work:

<http://users.tpg.com.au/jfwfreo/walls.tga>

I used the following hud.ini keywords along with this texture to generate the screenshot above:

[General]

EnableRadar=true

BackgroundTexture=hud_main.tga

DrawCompassLine=false

BlipTexture=hud_main.tga

ScrollingRadarMap=true

HideInfoBox=true

ShieldEnabled=true

ShieldVisible=false

HealthEnabled=true

HealthVisible=false

ScrollingMapTexture=walls.tga

ScrollingMapOffsetX=0

ScrollingMapOffsetY=0

ScrollingMapScale=2

RadarRotate=true

ColorCount=8

BackgroundTop=0

BackgroundLeft=0

RadarBlip1Left=247

RadarBlip1Top=77

RadarBlip2Left=247

RadarBlip2Top=93

RadarBlip3Left=247

RadarBlip3Top=85

RadarBlip4Left=241

RadarBlip4Top=103

RadarBlip5Left=241

RadarBlip5Top=114

RadarBlipColor0=1

RadarBlipColor1=2

RadarBlipColor2=3

RadarBlipColor3=4

RadarBlipColor4=5
RadarBlipColor5=6
RadarBlipColor6=7
RadarBlipColor7=8

RadarSize=102
RadarX=11
RadarY=-151
RadarWorldSize=25.5
DrawStar=false

[Color1]
Red=200
Green=0
Blue=0

[Color2]
Red=225
Green=175
Blue=65

[Color3]
Red=225
Green=225
Blue=240

[Color4]
Red=0
Green=100
Blue=0

[Color5]
Red=0
Green=0
Blue=255

[Color6]
Red=50
Green=225
Blue=50

[Color7]
Red=50
Green=150
Blue=250

[Color8]
Red=150

Green=50

Blue=150

If anyone with better skills than I wants to come up with some generic instructions on how to make the overhead view map textures (I only got this one working through trial and error), that would be nice.
