

---

Subject: Re: Demo of hud.ini radar map features  
Posted by [jonwil](#) on Mon, 20 Nov 2006 14:56:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Basicly, the change required for the map is to attach the script JFW\_Change\_Radar\_Map to an object in the game world or otherwise call the Change\_Radar\_Map engine call. This is required to tell the code 3 things:

- 1.How many pixels on your texture 1 unit in the game world is equal to. (which depending on your texture may be a floating point number)
- 2.What the filename of your texture is
- and 3.How many pixels away from the center of the texture in the X and Y directions (positive or negative) 0,0 in the game world is

Also, given how many people have commented on the need to attach this script/call this engine call/do this map thing, I am considering (either for 3.0 if I can get it in in time or for 3.1) adding a feature where there is a file named e.g. c&c\_walls.ini or something like that (obviously named after the map) and then new code that says "read the radar information from that ini file if its present", that way you wouldnt need to have the script in the map or call the engine call.

---