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Subject: Re: Demo of hud.ini radar map features  
Posted by [Scrin](#) on Wed, 24 Oct 2007 00:25:24 GMT  
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Tunaman wrote on Tue, 23 October 2007 18:38lol wow.. I thought you were getting the hang of it but I guess not. >.> Read over the part in bhs.txt about the scrolling map stuff again lol im reading it 100 times..there nothink says about how scoll maps...

bhs log says:

""

How the scrolling map feature works:

If you turn it on with `ScrollingRadarMap=true`, you then need to set the settings for each map with something like `JFW_Change_Radar_Map`.

Basicly, it draws the radar background the same as the normal radar code with the exception of the texture coordinates for the background texture.""

wtf i dont understand meybe.... what a `JFW_Change_Radar_Map`....

no code how do it.....

well same as in .cpp..

and lol there no hud veh code...(rofl meybe it was NOT "vihicle"named..)

sry not good

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