
Subject: Re: Radar Map HUDs

Posted by [Canadacdn](#) on Mon, 10 Dec 2007 01:44:04 GMT

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cpjok wrote on Sun, 09 December 2007 19:04its a good HUD but it dosent work with RG ad have that on all time cos im always on RG server

and how do i add other maps to it

Open a map in W3D view, or Level Edit, Zoom out and take a picture of the whole map and save it as a .dds or .tga file. Make sure the center of the map is in the center of your picture.

Copy and rename one of the existing .ini files named after a map already in your data folder. Name it the name of the .mix map you are making a radar map for (C&C_Field etc.) Fill in the information, such as the name of the texture to use. (The extension must always be .tga, even if the file is a .dds.)

Then play around with the scale level until the map is accurate ingame.