Subject: Set_Obj_Radar_Blip_Color doesn't work on-line
Posted by Jerad2142 on Fri, 16 May 2014 02:18:25 GMT

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Seems that it only displays as whatever team's color the object is. In 3.4.4 there was a command (Set_Obj_Radar_Blip_Shape_Player) that allowed us to place blips on the radar of whatever color and shape one wanted, but that doesn't seem to exist anymore, but this one isn't doing the trick.