
Subject: Re: Set_Obj_Radar_Blip_Color doesn't work on-line

Posted by [danpaul88](#) on Fri, 16 May 2014 08:18:29 GMT

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The 4.1 radar sync netcode is in Export_Rare, try flagging the dirty bit to tell the engine it needs to send an update over the network;

```
PhysicalGameObj *pObj = obj->As_PhysicalGameObj();
if (pObj)
{
    Commands->Set_Obj_Radar_Blip_Color(obj, 123456);
    pObj->Set_Object_Dirty_Bit(NetworkObjectClass::BIT_RARE, true);
}
```

I can't find the code behind the actual setting of the blip color on the PhysicalGameObj via the web interface so I can't check if it is setting the dirty bit internally or not, but there's a good chance it isn't if you're seeing problems with it. If I think on I'll look for it properly when I get home and have a proper copy of the source code to look at.

It's also worth noting that a VehicleGameObj will reset its radar blip color every time a driver enters or the last person exits the vehicle.
