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

Posted by [Jerad2142](#) on Fri, 16 May 2014 13:47:50 GMT

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jonwil wrote on Fri, 16 May 2014 02:35 Looking at PhysicalGameObj::Import_Rare, it seems like the problem is that the radar blip types are set early in the function. Then later Set_Player_Type is called (to set the player type) which calls Reset_Radar_Blip_Color_Type which then resets the blip color.

So the answer is that yes its a bug in 4.1 and no I dont know of any plans to make a 4.1 release containing a fix.

I'm going to try adding Set_Object_Dirty_Bit to it, because I feel like that should work for players that are already in-game (I can see it not working for players that join late, but I can put in a temp hack that just resets the shape and color for every player that joins).

Currently my code sets the player type before setting the radar stars, which is why I'm under the impression that adding Set_Object_Dirty_Bit would work; however, if Set_Object_Dirty_Bit is a bulk net update (IE: sends all the objects data every time instead of just what has changed) I can see how this won't solve anything.

```
GameObject *radarMarker = Commands->Create_Object("Daves Arrow",pos);
Commands->Set_Player_Type(radarMarker,team);
Commands->Set_Is_Visible(radarMarker,false);
Commands->Set_Model(radarMarker,"null");
Commands->Set_Obj_Radar_Blip_Shape(radarMarker,RADAR_Blip_SHAPE_OBJECTIVE);
Commands->Set_Obj_Radar_Blip_Color(radarMarker,priority == Primary ?
RADAR_Blip_Color_PRIMARY_OBJECTIVE : priority == Secondary ?
RADAR_Blip_Color_SECONDARY_OBJECTIVE :
RADAR_Blip_Color_TERTIARY_OBJECTIVE);
return radarMarker;
```