
Subject: problem with hud.ini radar section
Posted by [\[CC\]Pixie](#) on Mon, 11 Oct 2010 18:23:17 GMT
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Hello,
I'm trying to enlarge the in game radar to better fit for my screen because the default one is too small.
I read the bhs.txt and create a hud.ini file. However, I noticed that everytime I set the EnableRadar=true, when I enter the game, it just crashed. The hud.ini file is as simple as below:

```
[General]
EnableRadar=true
RadarRotate=true
DrawStar=true
RadarSize=300
RadarX=12
RadarY=0
RadarWorldSize=25.5
```

Any one can help me out? Thanks!

Subject: Re: problem with hud.ini radar section
Posted by [robbyke](#) on Mon, 11 Oct 2010 19:28:17 GMT
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When you enlarged the radar did you moved the x and y coordinates to so it wouldn't go out your screen and might cause a crash

just a guess ^^

Subject: Re: problem with hud.ini radar section
Posted by [\[CC\]Pixie](#) on Mon, 11 Oct 2010 20:04:05 GMT
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I did try removed the x and y coordinates info but still no luck. In fact, I even tried the hud.ini with only two lines like this:

```
[General]
EnableRadar=true
```

The game still crashed. Very strange.
PS, thanks for reply

Subject: Re: problem with hud.ini radar section
Posted by [robbyke](#) on Mon, 11 Oct 2010 20:14:59 GMT
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[CCPixie wrote on Mon, 11 October 2010 22:04]I did try removed the x and y coordinates info but still no luck. In fact, I even tried the hud.ini with only two lines like this:

```
[General]
EnableRadar=true
```

The game still crashed. Very strange.
PS, thanks for reply

You should adjust X and Y coordinates so that your radar firs your screen if you enlarge you radar i will have to move up and sideways a bit i think

Subject: Re: problem with hud.ini radar section
Posted by [Ox90](#) on Tue, 12 Oct 2010 03:57:44 GMT
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[CCPixie wrote on Mon, 11 October 2010 22:04]I did try removed the x and y coordinates info but still no luck. In fact, I even tried the hud.ini with only two lines like this:

```
[General]
EnableRadar=true
```

The game still crashed. Very strange.
PS, thanks for reply

hi,

if i may take a wild guess: i think this is exactly the problem... your hud.ini lacks some obligatory parameters.

you should take a complete and working hud.ini as basis (like the radar HUD by Canadacdn @ game-maps.net) and just change the parameters you have to in it!

if you really want/need to "clean up" the hud.ini you would have to take a look at shaderhud.cpp in scripts-source about what params aren't needed or just remove some options one at a time and see if it crashes (trial and error).

but from what i've seen so far the shaderhud/hud.ini is really messy (no offense)

Subject: Re: problem with hud.ini radar section
Posted by [\[CC\]Pixie](#) on Tue, 12 Oct 2010 20:32:32 GMT
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Thanks for the advice! I'll take a look at shaderhud.cpp.
