
Subject: Re: Demo of hud.ini radar map features
Posted by [reborn](#) on Mon, 20 Nov 2006 16:14:07 GMT
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jonwil wrote on Mon, 20 November 2006 09:56: Basically, the change required for the map is to attach the script JFW_Change_Radar_Map to an object in the game world or otherwise call the Change_Radar_Map engine call. This is required to tell the code 3 things:

1. How many pixels on your texture 1 unit in the game world is equal to. (which depending on your texture may be a floating point number)
2. What the filename of your texture is
- and 3. How many pixels away from the center of the texture in the X and Y directions (positive or negative) 0,0 in the game world is

Also, given how many people have commented on the need to attach this script/call this engine call/do this map thing, I am considering (either for 3.0 if I can get it in in time or for 3.1) adding a feature where there is a file named e.g. c&c_walls.ini or something like that (obviously named after the map) and then new code that says "read the radar information from that ini file if its present", that way you wouldnt need to have the script in the map or call the engine call.

Couldn't you just spawn an invisible object at 0,0,0 and attach the script to that object via the servers scripts.dll? That would mean people don't have to edit the maps that already exists if it's possible to do it that way.

Really nice work BTW, thats really really impressive
