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Subject: Re: Demo of hud.ini radar map features  
Posted by [Sir Kane](#) on Mon, 20 Nov 2006 21:00:12 GMT  
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Reborn wrote on Mon, 20 November 2006 21:49 Assuming that GDI is represented by yellow, and Nod by red... Why are both displayed in your screenshot? Does the n00bstories server display enemies on the radar too? Pretty weird that you can see both teams on your radar, that is assuming what the little yellow dots are GDI units.

I will repeat it for the blind ones:

"Note: this is an early build so it doesn't check the radarmode."

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