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Subject: Re: Radar blips

Posted by [jnz](#) on Tue, 13 Nov 2007 23:07:00 GMT

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Try the SSGM functions:

```
void Set_Obj_Radar_Blip_Shape(GameObject *obj,int Shape); //Workaround for broken
Commands->Set_Obj_Radar_Blip_Shape
void Set_Obj_Radar_Blip_Color(GameObject *obj,int Color);
```