
Subject: Re: Radar Map HUDs

Posted by [Slave](#) on Sat, 15 Dec 2007 17:30:36 GMT

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I figured I had to rotate the radarmap 90 degrees to the left, but I'm unable to figure out the values in C&C_Hourglass.ini to get it right.

When I set ScrollingMapScale to 2.85 , objects like nukes and turrets seem to be firmly placed on the radar map and stay in place when I move around, but when I do move around, the radarmap scrolls too slow.

Do I just have to find some magic number, or is the way I made my radarmap image simply fucked up? Hilfe bitte.
