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Subject: Re: Looking for a custom HUD with working scrolling radar map

Posted by [Slave](#) on Fri, 27 Jun 2008 07:01:10 GMT

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As you might recall, a while ago I created those.

<http://img403.imageshack.us/img403/3340/islandsradarmap05.png>

<http://www.renegadeforums.com/index.php?t=getfile&id=4836&private=0>

But for the love of god, noone could get them to work. The radar and objects on it just never scaled right relative to eachother. So I gave up, and downloaded some porn.

Now, with a new scripts in the making, maybe the way maps are calibrated could be slightly changed.

I haven't looked into it for half a year, but as I recall, you need to define the 0,0,0 on the image, some scale rate, some scroll rate, and maybe some other things.

How about this:

Just define 2 fixed calibration points, for example -50,-50 and 50,50. As far as I'm aware this is enough information to get the scale, scroll speed, and object locations right.

This would also compensate for possible horizontal or vertical stretching of the radar map, wich might have occured when using w3dviewer to create them (set at a 1024x768 window).

Thanks for your time.

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