
Subject: Re: [HUD] New HUD [Update2 read first Post]
Posted by [pe21789](#) on Sat, 17 Jan 2009 10:22:06 GMT
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2GLOCK9S wrote on Fri, 16 January 2009 01:44
I'd like to know how to make the overhead view a little bigger though so I can view more of the map.

search for
RadarSize=140
RadarWorldSize=100

bhs.txt says Set RadarSize to the screen size in pixels to use for the radar

Set RadarWorldSize to the size in the game world that is to correspond to the radius of the radar
