
Subject: Re: Radar blips

Posted by [dr3w2](#) on Thu, 29 Jan 2009 16:20:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

im currently (when i have time) going to be addign this to my full hud overlay ... and technically it is possible to do it for the radar however you would need to edit shaders.dll as well as hud .ini ... as well get the images for the birds eye view of the vehicles.
