
Subject: Re: Radar blips

Posted by [pe21789](#) on Fri, 30 Jan 2009 12:19:58 GMT

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Quote:

Set RadarBlipnTop and RadarBlipnLeft (starting from RadarBlip1Top/RadarBlip1Left) to cover the UV positions for the radar blips
Blips should go from 1 to 5

Blip 1 is for humans (by default its a circle)

Blip 2 is for vehicles (by default its a triangle)

Blip 3 is for stationary objects (by default its a square)

Blip 4 is for objectives (by default its a star)

Blip 5 is for the bracket that is drawn when you are targeting an object

For example:

RadarBlip1Left=495

RadarBlip1Top=164

For more details read the bhs.txt ^^
