
Subject: Re: Set_Obj_Radar_Blip_Color doesn't work on-line

Posted by [jonwil](#) on Fri, 16 May 2014 08:35:15 GMT

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Looking at PhysicalGameObj::Import_Rare, it seems like the problem is that the radar blip types are set early in the function. Then later Set_Player_Type is called (to set the player type) which calls Reset_Radar_Blip_Color_Type which then resets the blip color.

So the answer is that yes its a bug in 4.1 and no I dont know of any plans to make a 4.1 release containing a fix.
