I have no experiance with radar functions and was looking for a little help...

I create a GameObject * here:

```
GameObject *Icon = Commands->Create_Object_At_Bone(obj,"Invisible_Object","c HEAD");
Commands->Set_Model(Icon,"p_tnanites");
Commands->Attach_To_Object_Bone(Icon,obj,"c HEAD");
Commands->Attach_Script(Icon,"MDB_SSGM_Destroy_When_Object_Destroyed",ToString(Commands->Get_ID(obj)).c_str());
```

Then I want to set the Icon gameobject as a radar objective blip, so I took a look at the SSCTF code. Now JonWills description of "Set_Obj_Radar_Blip_Shape" says "//tested,doesnt work in MP", however it is used elsewhere in SSGM for SSCTF.
So I tried this:

```
Set_Obj_Radar_Blip_Shape(Icon,BLIP_SHAPE_OBJECTIVE);
Set_Obj_Radar_Blip_Color(Icon,2);
```

Obviously this didn't work as I am posting here.
I havn't worked with the radar functions at all, so if someone with a greater knowledge then me would like to shed some light, I would appreciate it.

My goal is to male the Icon object appear as a radar blip on all players radar. Everyone is teamed nuetral in this instance, so it makes sense that the radar blip color is white.

Thanks for reading, hope you can help.

Try the SSGM functions:

```
void Set_Obj_Radar_Blip_Shape(GameObject *obj,int Shape); //Workaround for broken Commands->Set_Obj_Radar_Blip_Shape
 void Set_Obj_Radar_Blip_Color(GameObject *obj,int Color);
```