
Subject: Looking for a custom HUD with working scrolling radar map

Posted by [jonwil](#) on Thu, 19 Jun 2008 15:25:47 GMT

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

I am looking for a custom HUD that has a working implementation of the scrolling radar map feature. I am looking both for information on how to generate the map textures and for the actual files being used for the HUD.

Subject: Re: Looking for a custom HUD with working scrolling radar map

Posted by [Scrin](#) on Thu, 19 Jun 2008 19:47:52 GMT

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

jonwil wrote on Thu, 19 June 2008 10:25: I am looking for a custom HUD that has a working implementation of the scrolling radar map feature. I am looking both for information on how to generate the map textures and for the actual files being used for the HUD.

i can help you, just tell me what i must do. (lol... hmm, but its you create custom hud.ini feature and ren scripts..?)

Subject: Re: Looking for a custom HUD with working scrolling radar map

Posted by [Slave](#) on Fri, 27 Jun 2008 07:01:10 GMT

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

As you might recall, a while ago I created those.

<http://img403.imageshack.us/img403/3340/islandsradarmap05.png>

<http://www.renegadeforums.com/index.php?t=getfile&id=4836&private=0>

But for the love of god, noone could get them to work. The radar and objects on it just never scaled right relative to eachother. So I gave up, and downloaded some porn.

Now, with a new scripts in the making, maybe the way maps are calibrated could be slightly changed.

I haven't looked into it for half a year, but as I recall, you need to define the 0,0,0 on the image, some scale rate, some scroll rate, and maybe some other things.

How about this:

Just define 2 fixed calibration points, for example -50,-50 and 50,50. As far as I'm aware this is enough information to get the scale, scroll speed, and object locations right.

This would also compensate for possible horizontal or vertical stretching of the radar map, wich might have occured when using w3dviewer to create them (set at a 1024x768 window).

Thanks for your time.

Subject: Re: Looking for a custom HUD with working scrolling radar map
Posted by [Slave](#) on Tue, 01 Jul 2008 15:04:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bump.

I see this sinking to the bottom, it shouldn't.

The fact that there are a lot of issues with getting the radarmap set up right is one of the reasons the hype died off a while ago.
