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Subject: Radar blips

Posted by [Spyder](#) on Thu, 29 Jan 2009 09:09:58 GMT

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Hey everyone,

I just thought this would be an awesome idea, though I don't know if it's possible.

I wanted to replace the GDI vehicle blips with small Medium Tank icons, and the NOD vehicle blips with small Stealth Tank icons. Also I wanted to turn the GDI character blips into small soldier/havoc icons and the NOD character blips into small soldier/sakura icons.

Is this possible through HUD.ini?

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Subject: Re: Radar blips

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

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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.

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Subject: Re: Radar blips

Posted by [Spyder](#) on Thu, 29 Jan 2009 16:51:44 GMT

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Getting the images is the easy part I think, just open the vehicles in LE or W3D view and cut them out of the image in PhotoShop.

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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 ^^

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