Subject: Re: Demo of hud.ini radar map features
Posted by Zion on Mon, 20 Nov 2006 23:45:51 GMT
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I support having both teams visible on radar since if it's not, what's the use of it?

Most games i play show the position of the enemy within a "shroud" (fog of war), any enemys outside this (coverd by 'fog of war') will be hidden, but the enemy is still visible within a range of the unit.

This is my opinion though.