
Subject: Re: Radar Map HUDs

Posted by [Tunaman](#) on Sun, 16 Dec 2007 08:39:41 GMT

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Slave wrote on Sat, 15 December 2007 12:30I figured I had to rotate the radarmap 90 degrees to the left, but I'm unable to figure out the values in C&C_Hourglass.ini to get it right.

When I set ScrollingMapScale to 2.85 , objects like nukes and turrets seem to be firmly placed on the radar map and stay in place when I move around, but when I do move around, the radarmap scrolls too slow.

Do I just have to find some magic number, or is the way I made my radarmap image simply fucked up? Hilfe bitte.

I remember having this problem, and fixing it as well.. I just don't remember how.

I think there is a value that you need to change in hud.ini to make it work right.
