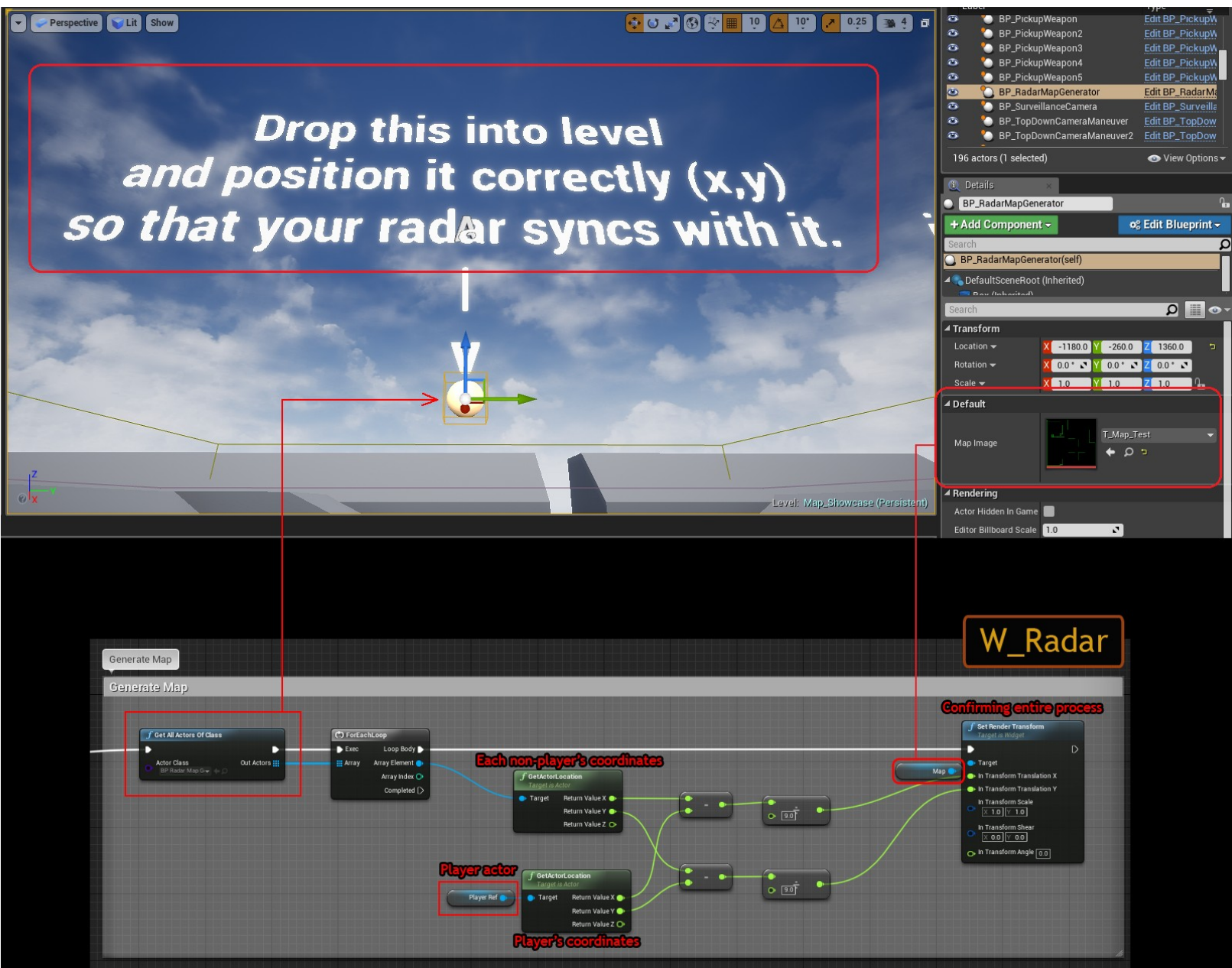


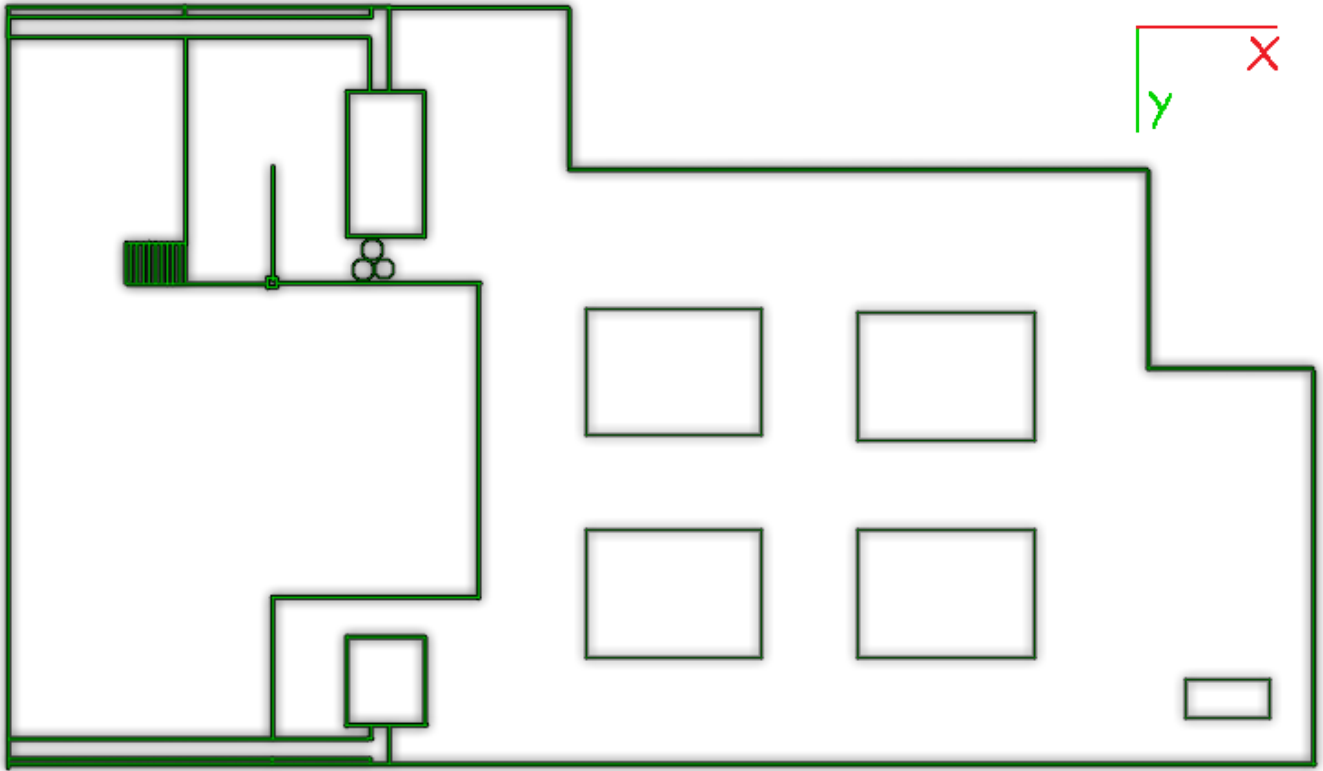
# SETTING UP A MAP FOR RADAR



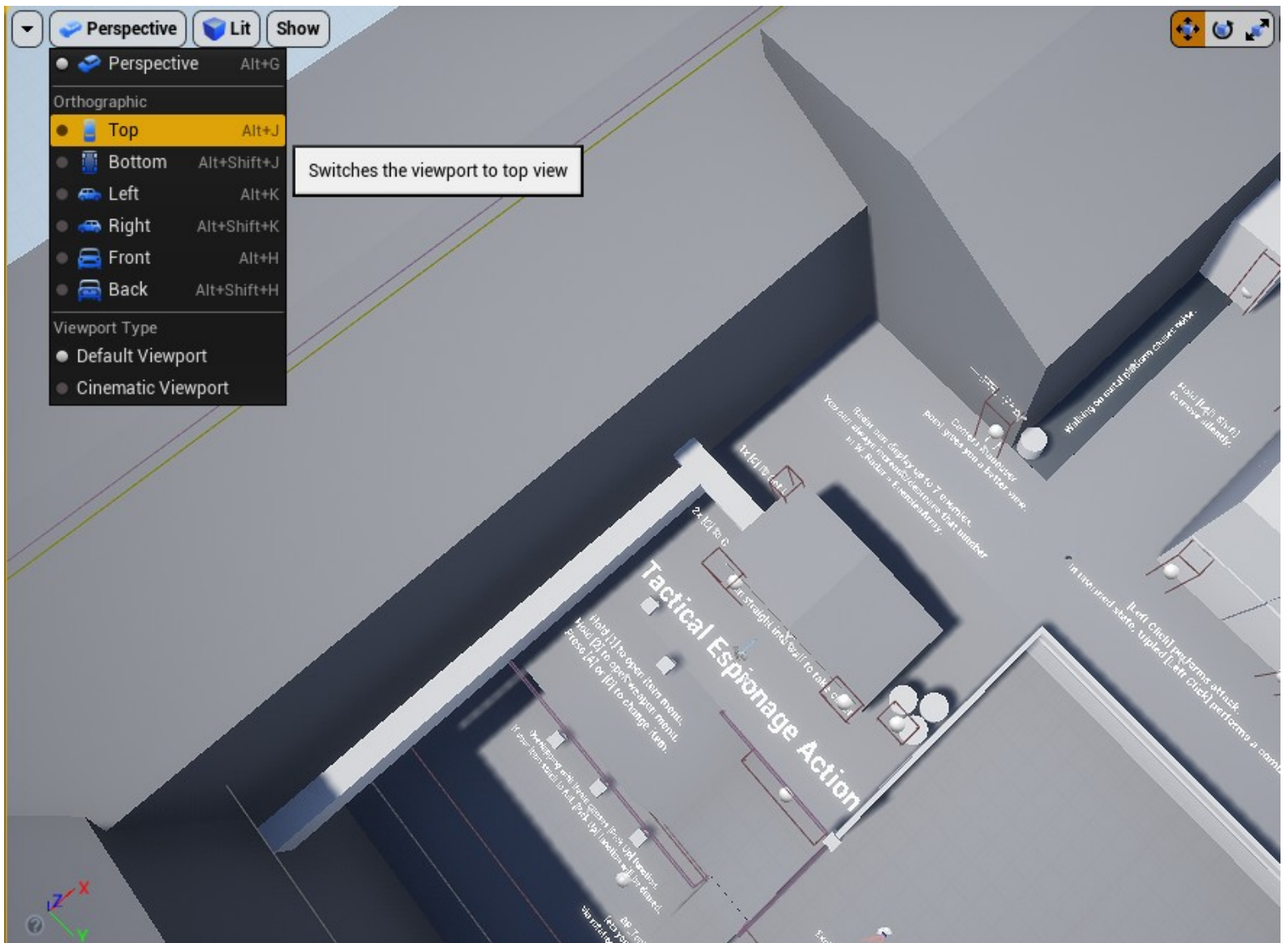
Radar is based on a widget that is checking out locations of player, enemies & surveillance cameras by subtracting each non-player's location (X, Y) with player's (X, Y) and dividing those X & Y coordinates by 9 (which decreases their 2D size) in order to fit into small widget (radar).



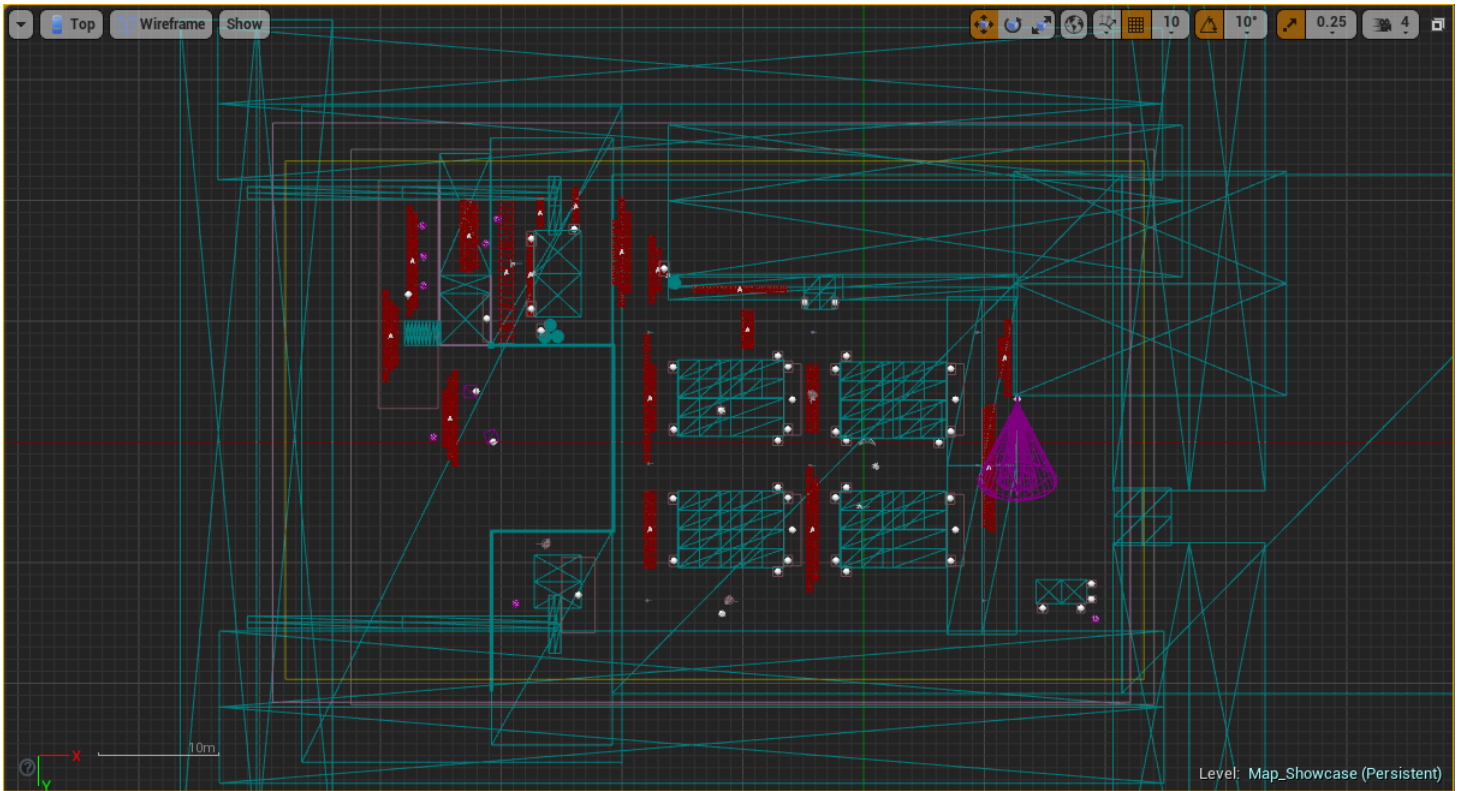
This image shows the process of coordinate calculation.  
 If division number is greater – radar dots will be smaller.  
 [Map] is a variable of map texture within “W\_Radar” widget.



This is a map texture (T\_Map\_Test) that I'm using for starting map, its resolution is 730x430, but it doesn't always have to be that big.



I have made this map by going into orthographic top view,

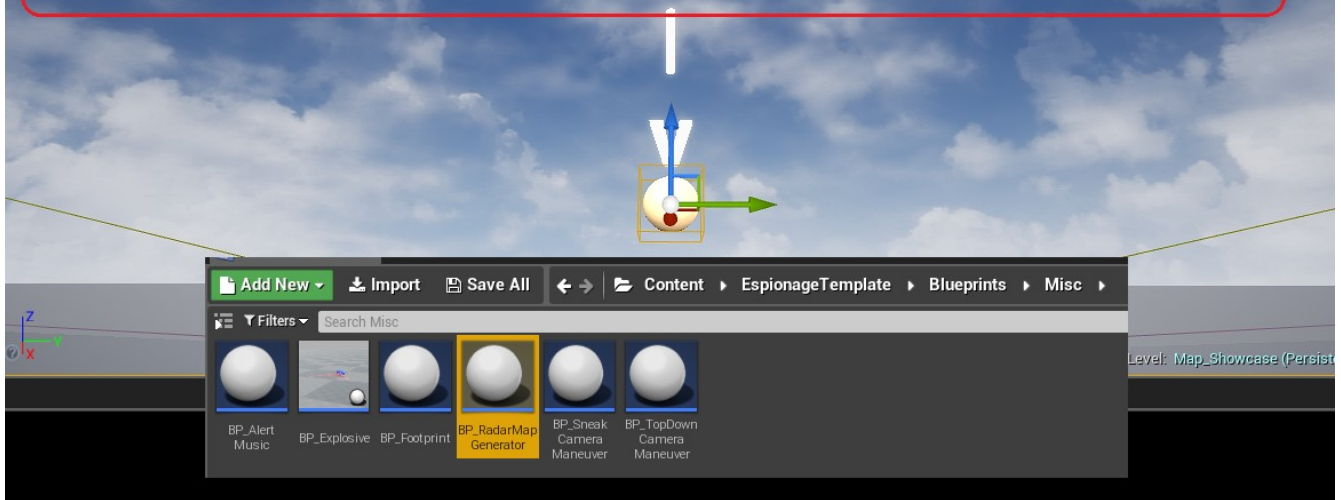


then taking a screenshot of what can be seen, and preparing it in photo-editing software.

It never turns out good 1<sup>st</sup> time, be patient and do a lot of testing.



*Drop this into level  
and position it correctly (x,y)  
so that your radar syncs with it.*



When you want to test out your map design, drag BP\_RadarMapGenerator into level and set its Map Image variable to your current map design image.

Move Radar Map Generator box around in order to see if it syncs with everyone's location (player & non-players (dots)).

REMEMBER: BP\_RadarMapGenerator is essential for every level, that's what provides you a map texture for radar.

