Wraith ARS 2X Operation Reference

# Ray trace process for obtaining vehicles

This process will only run when the radar is active, and the local player is sitting in the driver’s seat of a VEHICLE\_CLASS 18 vehicle. This also runs after during the creation of the ‘ray threads’.

1. Get and store the game world coordinates of the player’s vehicle
2. Get and store the current vehicle pool
3. Create the ray threads for obtaining vehicles hit by the rays, each ray will be created by looping over the RADAR.rayTraces table and passing the necessary values

# Radar functionality process

The radar itself will need to have a main power mode, when it is enabled the radar will then function.

The system will need to be altered so that the target windows only display the ‘strongest’ target, or to make it easier, the largest one (use sum of GetModelDimensions).

The radar will have multiple modes, which means the filter system can be deleted. This implementation of the radar assumes that the in-game police vehicle has the VSS connection to the radar system.

* Stationary mode – can monitor all 4 target zones – only works if the patrol vehicle is stationary, or moving less than 5 mph.
* Moving mode – can monitor 1 front and 1 rear
* Fast mode

Rear traffic alert:

* Not sure how this could be implemented into 5M, but can give it a try
* Rear antenna must be on and set to same mode
* Only activate when the player’s vehicle is accelerating