

Advanced FPS Kit

Radar Pack – Horizontal Compass Addon

This document briefly covers the new Horizontal Compass addon included with the AFPSK Radar Pack version 1.2. This control works by rendering a horizontal rectangle area and then snaps the control to increments of the defined minorTick.

This control is very easy to use and therefore requires no sample code to demonstrate its usage. Simply insert the control into a GameTSCtrl (PlayGui) and go. There are a few editable parameters that allow you to modify the color of the tick marks and the background, or insert an image as the background. The text element used by the control for directions is determined by the GuiProfile attached to the control.

Additional Information

This control uses an augmented rotation system that bases from mAtan2, therefore by default the rotation behavior is flipped on the 'x' axis. You will need to adjust this rotation behavior if you'd like to fix that "problem", however the control works fine in terms of showing the direction of travel.

The "snapping" behavior is due to two reasons, the first is that a majority of the operations are S32 based, so there is no decimal answers provided, and secondly the loop that generates the tick marks only operates on intervals of minorTicks, you can adjust this behavior at the cost of some performance if you'd like to remove the snap behavior.

Enumerations / Defines

This control adds some internal definitions that you may edit.

`S32 guiHrzCompassCtrl::majorTicks:` this definition controls the increment at which a "major" tick mark will display on the control. If you adjust this, you will also need to adjust the behavior of `String guiHrzCompassCtrl::tickToName(S32 tV)`

`S32 guiHrzCompassCtrl::minorTicks:` this definition controls the increment at which a minor tick mark will display, this may also be a numerical factor of majorTicks, however, majorTicks will have the rendering priority over minorTicks.

`Control.setCompassImage(file):` This defined TS function will allow you to define a background image to render instead of the control's backgroundColor variable.