

**FX 3D Radar EX**  
**Scripting Buddy**  
**V1.2.1b**

## FX 3D Radar Mgr Scripting Options

### Setting The Radar Range

1. FX\_3DRadar\_Mgr.RadarRange[0] = **Your Value**;
2. FX\_3DRadar\_Mgr.**SetRadarScaleZoom**();

### Setting The Radar Zoom Amount

FX\_3DRadar\_Mgr.RadarZoom= **Value 0 – 4**;

- 0 = Normal
- 1 = Zoom In 2X
- 2 = Zoom In 4X
- 3 = Boost 1.5X
- 4 = Boost 2X

### Setting The Target Lead Indicators Projectile Velocity

FX\_3DRadar\_Mgr.ProjectileVelocity = **Your Value**;

### Toggle The Radar Between 2D/3D Mode

FX\_3DRadar\_Mgr.SetStatus[7] = **True / False**;

### Player Target

FX\_3DRadar\_Mgr.SelectedTarget[n]; **<Transform>**

- 0 = Current Target
- 1 = Current SubComponent Target

## FX 3D Radar RID Scripting Options

### Destroying The Object JS

**Your GameObject.**GetComponent(FX\_3DRadar\_RID).DestroyThis();

### Destroying The Object C#

**Your GameObject.**GetComponent<FX\_3DRadar\_RID>().DestroyThis();

### Setting Detectable State

**Your GameObject.**GetComponent(FX\_3DRadar\_RID).IsDetectable = **True / False**;

### Setting A Permanent Discovery State

**Your GameObject.**GetComponent(FX\_3DRadar\_RID).PermDiscovery = **True / False**;

### Setting UnDetectable Discovery Reset State

**Your GameObject.**GetComponent(FX\_3DRadar\_RID).DetectionReset = **True / False**;

### Setting As Player Controlled State

**Your GameObject.**GetComponent(FX\_3DRadar\_RID).IsPlayer = **True / False**;

### Setting As Abandoned

**Your GameObject.**GetComponent(FX\_3DRadar\_RID).IsAbandoned = **True / False**;

### Setting As Player Owned

**Your GameObject.**GetComponent(FX\_3DRadar\_RID).IsPlayerOwned = **True / False**;

### Setting As AI Controlled State

**Your GameObject.**GetComponent(FX\_3DRadar\_RID).SetAsAI();

### Setting As NAV State

**Your GameObject.**GetComponent(FX\_3DRadar\_RID).SetAsNAV();

## Setting As An Objective

FX\_3DRadar\_RID.IsObjective = **True / False**;

## Faction Variables (FX\_3DRadar\_RID)

**ThisFaction[1]** : Stores the current faction number.

**ThisFaction[2]** : Stores the current FactionID number.

# Controlling Default Status Bars

## Adjusting The Static Status Bar Fill Amount

Horizontal Status Bar

FX\_3DRadar\_RID.SBarMaterial[n].SetFloat("\_ProgressH", **Value 0-1**);

Vertical Status Bar

FX\_3DRadar\_RID.SBarMaterial[n].SetFloat("\_ProgressV", **Value 0-1**);

## Adjusting The HUD Status Bar Fill Amount

Horizontal Status Bar

FX\_3DRadar\_RID.BarMaterial[n].SetFloat("\_ProgressH", **Value 0-1**);

Vertical Status Bar

FX\_3DRadar\_RID.BarMaterial[n].SetFloat("\_ProgressV", **Value 0-1**);

## Adjusting The Status Bar Background Color

FX\_3DRadar\_RID.BarMaterial[n].SetFloat "\_BarBGColor", **Color**);

## Adjusting The Status Bar Color

FX\_3DRadar\_RID.BarMaterial[n].SetFloat("\_BarColor", **Color**);