

P3dTeamCounter

This component will search the specified paintable texture for pixel colors matching an active and enabled P3dTeam color.

paintableTexture

This is the paintable texture whose pixels will will count.

downsampleSteps

Counting all the pixels of a texture can be slow, so you can pick how many times the texture is downsampled before it gets counted. One downsample = half width & height or 1/4 of the pixels. NOTE: The pixel totals will be multiplied to account for this downsampling.

threshold

The RGBA values must be within this range of a team for it to be counted.

1. P3dTeamCounter

- 1. paintableTexture
- 2. downsampleSteps
- 3. threshold