

CreateRadarArea

This function can be used to create custom radar areas on the radar.

Syntax

```
radararea createRadarArea ( float startPosX, float startPosY, float sizeX, float sizeY, [ int r = 255, int g = 0, int b = 0, int a = 255, element visibleTo = root ] )
```



Radar Area on map



Radar Area on minimap

OOP Syntax Help! I don't understand this!

Method: *RadarArea(...)*

Required Arguments

- **startPosX:** A float representing the origin 'x' position of the radar area.
- **startPosY:** A float representing the origin 'y' position of the radar area.
- **sizeX:** A float representing the width of the radar area.
- **sizeY:** A float representing the height of the radar area.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **r:** An integer representing the amount of red in the color. Maximum value is 255
- **g:** An integer representing the amount of green in the color. Maximum value is 255
- **b:** An integer representing the amount of blue in the color. Maximum value is 255
- **a:** An integer representing the amount of alpha in the color. This allows setting the transparency of the radar area. 255 is opaque and 0 is transparent.
- **visibleTo:** An element that you wish to restrict the visibility of the radar area to. (Server function only)