FX 3D Radar EX

Scripting Buddy

V1.0.5

FX 3D Radar Mgr Scripting Options

Setting The Radar Range

1. GameObject.Find("_GameMgr").GetComponent(FX_3DRadar_Mgr).RadarRange = **Your Value**;
2. GameObject.Find("_GameMgr").GetComponent(FX_3DRadar_Mgr).SetRadarScaleZoom();

Setting The Radar Zoom Amount

GameObject.Find("_GameMgr").GetComponent(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

GameObject.Find("_GameMgr").GetComponent(FX_3DRadar_Mgr).ProjectileVelocity = **Your Value**;

FX 3D Radar RID Scripting Options

Destroying The Object

Your GameObject.GetComponent(FX_3DRadar_RID).DestroyThis();

Setting Detectable State

Your GameObject.GetComponent(FX_3DRadar_RID).Detectable = **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();

Faction Variables (FX_3DRadar_RID)

ThisFaction : Stores the current faction number.

ThisFactionID : Stores the current FactionID number.