

updateDrawIcon



Introduced in	
Version:	1.00
Description	
Description:	Updates the icon to be shown in 2D editor for the specified editor object. If maintain size is false, icon will not scale depending on the scale of the map. If maintain size is a number, the icon will maintain size if map scale is below that number.
Syntax	
Syntax:	map updateDrawIcon [object, string identifier, color, offset, width, height, maintain size?, angle, shadow]
Parameters:	<ul style="list-style-type: none">map: Control -[object, string identifier, color, offset, width, height, maintain size?, angle, shadow]: Array -
Return Value:	Nothing

Examples	
Examples:	
Additional Information	
See also:	
Multiplayer:	
Problems:	

Notes