

setUserChart



Introduced in	
Version:	1.19
Description	
Description:	Uses a custom bitmap (chart) for the satellite terrain texture. Bitmap data needs to be stored in the same way satellite data is stored - there must be a folder, containing s_XXX_YYY_lco.paa textures of the user-defined map (no other files need to be in that folder). If textures are not specified for some rectangular sections (in case textures are only defines for certain sections of the map), a white texture is shown instead. When the user chart is activated, all static map information is removed, as that information should be part of the user texture.
Syntax	
Syntax:	<code>setUserChart chart</code>
Parameters:	<ul style="list-style-type: none">chart: String - Path to custom texture.
Return Value:	Nothing
Alternative Syntax	
Syntax:	<code>setUserChart [chart, gridlines, scalebar] (V3.7+)</code>
Parameters:	<ul style="list-style-type: none">chart: String - Path to custom texture.gridlines: Boolean - If true, then grid lines are shown.scalebar: Boolean - If true, then the scale bar is shown.
Return Value:	Nothing
Examples	
Examples:	<pre>setUserChart 'ca\sara\data\layers'; setUserChart ['ca\sara\data\layers',true,true];</pre>
Additional Information	
See also:	getUserChart , setUserChartDrawObjects
Multiplayer:	
Problems:	

Notes

