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1  dofile(LockOn_Options.common_script_path.."elements_defs.lua")
2
3  SetCustomScale(1.0)
4
5  function AddElement(object)
6      object.screenspace = ScreenType.SCREENSPACE_TRUE
7      object.use_mipfilter = true
8      Add(object)
9  end
10
11  local box_height          = 0.25
12  local box_width           = 0.25
13  local narrow_height       = 0.01
14  local narrow_width        = 0.01
15  local size=0.25;
16  local line_width=0.0005
17  local width  = 1.0
18  local aspect          = LockOn_Options.screen.aspect
19
20  base                    = CreateElement "ceMeshPoly"
21  base.name               = "base"
22  base.primitivetype     = "triangles"
23  base.material           = "GREEN_TRANSPARENT"
24  base.vertices           = {{-box_width, -box_height},
25                             {-box_width, box_height },
26                             { box_width, box_height },
27                             { box_width, -box_height}}
28  base.indices            = default_box_indices
29  base.init_pos           = {0.50-box_width,-0.3-box_height}
30  base.init_rot            = {90,0,0}
31  base.controllers        = {"show"}}
32  base.h_clip_relation    = h_clip_relations.REWRITE_LEVEL
33  base.level              = DEFAULT_LEVEL
34  AddElement(base)
35
36  local size_narrow = 1.25
37
38  NarrowCircle            = CreateElement "ceTexPoly"
39  NarrowCircle.name       = "NarrowCircle "
40  NarrowCircle.primitivetype = "triangles"
41  NarrowCircle.material    = "ARCADE_3_RED"
42  NarrowCircle.vertices    = {{-narrow_width*size_narrow,
43                             -narrow_height*size_narrow},
44                             {-narrow_width*size_narrow, narrow_height*size_narrow },
45                             { narrow_width*size_narrow, narrow_height*size_narrow },
46                             { narrow_width*size_narrow, -narrow_height*size_narrow}}
47  NarrowCircle.tex_params  = {253/722, 360/722, 75/722 / (2*narrow_width*size_narrow),
48                             75/722 / (2*narrow_height*size_narrow)}
49  NarrowCircle.indices     = default_box_indices
50  NarrowCircle.init_pos    = {0.0,0.0}
51  NarrowCircle.controllers = {"show"}, {"narrowPosition",0.50-box_width,-0.3-box_height}}
52  NarrowCircle.parent_element = base.name
53  NarrowCircle.h_clip_relation = h_clip_relations.COMPARE
54  NarrowCircle.level       = DEFAULT_LEVEL
55  AddElement(NarrowCircle)
56
57  circle                    = CreateElement "ceTexPoly"
58  circle.name               = "circle"
59  circle.primitivetype     = "triangles"
60  circle.material           = "ARCADE_4_RED"
61  circle.vertices           = {{-narrow_width*12.5/2, -12.5/2*narrow_height},
62                             {-narrow_width*12.5/2, 12.5/2*narrow_height},
63                             { narrow_width*12.5/2, 12.5/2*narrow_height },
64                             { narrow_width*12.5/2, -12.5/2*narrow_height}}
65  circle.tex_params         = {0.5, 0.5, 720/722/(25/2*narrow_width), 720/722/
66                             (25/2*narrow_height)}
67  circle.indices            = default_box_indices
68  circle.init_pos           = {0.0,0.0}
69  circle.controllers        = {"show"}, {"circle_position",0.50-box_width,-0.3-box_height}--[[,{"radius"}--]]]

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68 circle.parent_element = base.name
69 circle.h_clip_relation = h_clip_relations.COMPARE
70 circle.level = DEFAULT_LEVEL
71 --circle.parent_element = base.name
72 --set_circle(circle, 0.8, 0.815)
73 AddElement(circle)
74
75 heightBordersCargo = CreateElement "ceMeshPoly"
76 heightBordersCargo.name = "heightBordersCargo"
77 heightBordersCargo.primitivetype = "triangles"
78 heightBordersCargo.material = "BLUE"
79 heightBordersCargo.vertices = {{-line_width*5 , -size},
80 { -line_width*5 , size},
81 { line_width*5 , size},
82 { line_width*5 ,-size}}
83 heightBordersCargo.indices = default_box_indices
84 heightBordersCargo.controllers = {{ "show"}, {"showHeightBordersCargo"}}
85 heightBordersCargo.init_pos = {0.50-0.06,-0.3-box_height}
86 heightBordersCargo.level = DEFAULT_LEVEL
87 heightBordersCargo.h_clip_relation = h_clip_relations.REWRITE_LEVEL
88
89 AddElement(heightBordersCargo)
90
91
92 heightBordersZone = CreateElement "ceMeshPoly"
93 heightBordersZone.name = "heightBordersZone"
94 heightBordersZone.primitivetype = "triangles"
95 heightBordersZone.material = "RED"
96 heightBordersZone.vertices = {{-line_width*5 , -size},
97 { -line_width*5 , size},
98 { line_width*5 , size},
99 { line_width*5 ,-size}}
100 heightBordersZone.indices = default_box_indices
101 heightBordersZone.controllers = {{ "show"}, {"showHeightBordersZone"}}
102 heightBordersZone.init_pos = {0.50-0.06,-0.3-box_height}
103 heightBordersZone.level = DEFAULT_LEVEL
104 heightBordersZone.h_clip_relation = h_clip_relations.REWRITE_LEVEL
105
106 AddElement(heightBordersZone)
107
108 zone = CreateElement "ceMeshPoly"
109 zone.name = "zone"
110 zone.primitivetype = "triangles"
111 zone.material = "RED"
112 zone.vertices = {{-line_width*5 , -0.9*size},
113 { -line_width*5 , 0.9*size},
114 { line_width*5 , 0.9*size},
115 { line_width*5 ,-0.9*size}}
116 zone.indices = default_box_indices
117 zone.controllers = {{ "show"}}
118 zone.init_pos = {0.50-0.06,-0.3-box_height}
119 zone.h_clip_relation = h_clip_relations.REWRITE_LEVEL
120 zone.level = DEFAULT_LEVEL
121
122 AddElement(zone)
123
124
125 heightnarrow = CreateElement "ceTexPoly"
126 heightnarrow.name = "heightnarrow"
127 heightnarrow.primitivetype = "triangles"
128 heightnarrow.material = "ARCADE_3_RED"
129 heightnarrow.vertices = {{-narrow_width*size_narrow,
130 -narrow_height*size_narrow},
131 { -narrow_width*size_narrow, narrow_height*size_narrow},
132 { narrow_width*size_narrow, narrow_height*size_narrow },
133 { narrow_width*size_narrow,
134 -narrow_height*size_narrow}}
135 heightnarrow.tex_params = {0.5, 0.5, 75/722/(2*size_narrow*narrow_width),
136 75/722/(2*size_narrow*narrow_height)}
137 heightnarrow.indices = default_box_indices
138 heightnarrow.parent_element = base.name
139 heightnarrow.init_pos = {0.0,0.0}

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137 heightnarrow.controllers =  
138 [{"show"}, {"heightStripPosition", 0.50-0.06, -0.3-box_height}]  
139  
140 crosshair = CreateElement "ceMeshPoly"  
141 crosshair.name = "crosshair"  
142 crosshair.primitivetype = "lines"  
143 crosshair.material = "RED"  
144 crosshair.vertices = {{-size, 0}, {size, 0},  
145                       { 0, -size}, {0, size}}  
146 crosshair.indices = {0, 1, 2, 3}  
147 crosshair.parent_element = base.name  
148 AddElement(crosshair)  
149  
150  
151
```