

Below are explained some of the features of the modification named above.

CONFIGURATION FILE (PLD.ini)

FILE PARAMETER	ACCEPTED VALUES	EFFECT
<i>Section: [GENERAL]</i>		
LocTextPosX	AN INTEGER	Sets the X-axis (horizontal) screen position of the PLD text.
LocTextPosY	AN INTEGER	Sets the Y-axis (vertical) screen position of the PLD text.
LocTextPosX_RadarLrg	AN INTEGER	Sets the X-axis (horizontal) screen position of the PLD text when the radar is enlarged.
LocTextPosY_RadarLrg	AN INTEGER	Sets the Y-axis (vertical) screen position of the PLD text when the radar is enlarged.
LocTextSizeMult	A FLOAT	Sets the size multiplier for the PLD text. (Some examples: 0.5 = half size; 1.0 = default size; 2.0 = double size.)
DisplayGameTime	TRUE or FALSE	Sets whether or not the game time will be displayed along with the PLD location text.
AllowRadarSizeToggle	TRUE or FALSE	Sets whether the radar can be enlarged or not.
AllowControllerUse	TRUE or FALSE	Sets whether or not controller input for PLD will be recognized. (Replaces the A button duck feature with PLD radar size toggle.)
<i>Section: [MULTIPLAYER]</i>		
ShowPlayerObituaries	TRUE or FALSE	Sets whether online player death notifications (ex. "Player X killed player Y.") will be shown.
DisplayPlayerBlips	TRUE or FALSE	Sets whether blips indicating the locations of other players will appear on the radar.
DisplayTeamBlipsOnly	TRUE or FALSE	Sets whether only the blips of players on the same team will appear when DisplayPlayerBlips is set to true.

USEFUL INFORMATION

- The PLD toggle key combo is: **Alt + Ctrl + L**.
- Press it to toggle the PLD on-screen text; this is especially useful when taking screenshots or filming videos.
- Use the PLD.ini file to change the position and size of the PLD text to suit your preference.
- Pressing the PLD toggle combo **twice** (to turn PLD **off** and then **on** again) will reload any changes made to the PLD.ini file (so no need to quit the game).
- Press **"Radar Zoom / Multiplayer Information"** button (**Z by default** in the game settings) to toggle the radar size using the keyboard.
- If controller input for PLD is enabled, the duck feature (**A** button) will be disabled on the controller and replaced with the PLD radar size toggle.
- When playing online, hold **Alt + "Radar Zoom / Multiplayer Information"** button to bring up the player list.
- PLD has multiplayer features: it can draw blips on the radar indicating the locations of other players and display notifications whenever a player has died.