Subject: just one more thing....
Posted by jnz on Sun, 14 Jan 2007 14:52:51 GMT

Seye, i need positioning.

say if i have a map that is 100x100 and a map that is 1000x1000, i would need to find out how to scale the positioning that SSAOW reports EG:

a a player stands 2 10x10 grid squares from the middle of a 100x100 map. what number would this generate?

same with a player stands 2 10x10 grid squares away on a 1000x1000 map.

all i know is the map is devided into 4 quartiles, 2 positve numbers indicate the top right, a minus and a positive - top right
a minus and a minus - bottom left
a positive and a minius bottom right.

the reason i need to know is because i need to know how to convert what Scripts.dll reports(player position) into pixels on the picture of the map.

this is hard to explain, i hope you know what i mean.