Subject: Re: map scale
Posted by renalpha on Mon, 21 Jan 2008 18:29:52 GMT

i dont get it.

How the scrolling map feature works:
If you turn it on with ScrollingRadarMap=true, you then need to set the settings for each map with something like JFW_Change_Radar_Map.
Basicly, it draws the radar background the same as the normal radar code with the exception of the texture coordinates for the background texture.
By default, the center of the map texture is assumed to match with 0,0 in the game world. Use the offsetx and offsety values to specify where on the texture (relative to the center) 0,0 in the game world is.
The scale field codes for how many pixels on the texture 1 unit in the game world is equal to. Just play around with the offset and scale asnd see what looks right for your map.
As of 3.0, you can create an ini file called mapname.ini (e.g. C&C_Islands.ini) which contains the following tags in the [General] section
ScrollingMapTexture
ScrollingMapOffsetX
ScrollingMapOffsetY
ScrollingMapScale
These correspond to the parameters that get passed to Change_Radar_Map
This ini file goes on the client. If the map/server makes a call to Change_Radar_Map, it will override anything set by the ini file.