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

Subject: Re: just one more thing....
Posted by jnz on Tue, 16 Jan 2007 09:36:58 GMT
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anyone? this is that last thing i gotter do before i can release to BETA testers.

Subject: Re: just one more thing....
Posted by danpaul88 on Tue, 16 Jan 2007 13:00:26 GMT
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I always thought ssaow positions were equivalent to the positions in max... 1 unit = 1 unit sort of thing.

I have logs with 3 numbers for the position, which sort of supports this idea...

[19:25:19] _GAMELOG CREATED;VEHICLE;1500000008;vet_sys_flamer;-105;46;1;0;400;400;0

Subject: Re: just one more thing....
Posted by jnz on Tue, 16 Jan 2007 15:37:42 GMT

probably... but then, how do i convert that to the pixelmapping of a random sized image?

Subject: Re: just one more thing....
Posted by danpaul88 on Tue, 16 Jan 2007 20:18:51 GMT
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Well.. for each map I suppose you will have to somehow work out what it's length / width is in units...

Subject: Re: just one more thing....
Posted by jnz on Tue, 16 Jan 2007 23:23:21 GMT
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oh yeah, silly me. so now all i need it how many units to one pixel and how do i find out how many units are in the map loaded.

Subject: Re: just one more thing....
Posted by danpaul88 on Wed, 17 Jan 2007 14:07:51 GMT
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I don't think there is any way to do that via scripts.. you could setup some kind of .ini file or something, and manually enter the data for each map, and the path to its top-down image (if you are using one), which would also allow people to add fanmaps to the program by creating an image and adding it to the .ini file.

As for finding the length / width of the default maps, I guess you will just have to load them in leveledit, put things on the very corners of the map and look at their properties to find the position.

Subject: Re: just one more thing....
Posted by jnz on Wed, 17 Jan 2007 14:33:38 GMT
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the ini file sounds like a good idea. what i was going to do was have a folder of JPG files. these must be the same name as the mix file of the map. then the server would just send the map name, the Seye would load it acordingly.

as for positioning. what i could do is, get someone to go to a landmark on a map, manualy change the reletive position by adding subtracting etc. and do it via trial and error?

Subject: Re: just one more thing....
Posted by danpaul88 on Sat, 20 Jan 2007 20:38:59 GMT
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Well using LE I have got these approximate values for the size of City / City Flying, let me know if they work ok and I will get the others

City / City Flying
X: 302
Y: 494

Subject: Re: just one more thing....
Posted by jnz on Sat, 20 Jan 2007 21:16:47 GMT
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thanks!, will do