
Subject: map scale

Posted by [renalpha](#) on Sun, 20 Jan 2008 15:52:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

how can i define the mapscale of fanmaps,

for example i want a map card for my hud from the map islands,
now how can i know what its scale is?

i want to do this for the fanmaps.

Subject: Re: map scale

Posted by [renalpha](#) on Mon, 21 Jan 2008 15:05:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

bump

Subject: Re: map scale

Posted by [DL60](#) on Mon, 21 Jan 2008 16:40:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Take a look @ bhs.txt. There is part which describes the creation of c&c_map.ini's (e.g. C&C_Islands.ini) for scaling/aligning the map-overviews for every map.

Subject: Re: map scale

Posted by [renalpha](#) on Mon, 21 Jan 2008 18:29:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

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.
