Subject: Map OverView Pack
Posted by Good-One-Driver on Sun, 14 Mar 2010 00:51:19 GMT
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can any one make a map pack overview with the single player maps like for example

M01
M02
M03
...

Subject: Re: Map OverView Pack
Posted by Soulhunter on Thu, 01 Apr 2010 10:34:09 GMT
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Might make this for you, not sure yet. I'm a little busy lately

Subject: Re: Map OverView Pack
Posted by anant on Thu, 01 Apr 2010 15:42:51 GMT
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hit me up toooo

Subject: Re: Map OverView Pack
Posted by crysis992 on Thu, 01 Apr 2010 21:59:30 GMT
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btw can someone explain how to make a mapoverview file??

Subject: Re: Map OverView Pack
Posted by Gen_Blacky on Fri, 02 Apr 2010 17:26:05 GMT
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Open up w3d viwer take an overview scrren shot or do it in 3ds max / renx. Then you can make it transparent or whatever in pohtoshop.

Subject: Re: Map OverView Pack
Posted by crysis992 on Fri, 02 Apr 2010 18:41:54 GMT
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Mr.NiceGuy wrote on Fri, 02 April 2010 19:26Open up w3d viwer take an overview scrren shot or do it in 3ds max / renx. Then you can make it transparent or whatever in pohtoshop.

and how to do the ini file??

ScrollingMapScale= ?? how i get it?

Subject: Re: Map OverView Pack
Posted by cAmpa on Fri, 02 Apr 2010 19:11:28 GMT
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ASK MR.T!

Subject: Re: Map OverView Pack
Posted by DL60 on Fri, 02 Apr 2010 20:30:53 GMT
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Quote:ScrollingMapScale= ?? how i get it?
I did it a bit with thinking and some simple maths:
-open your overview screenshot
-go to channels tab
-you have to swap the RGB channels now (copy&paste or whatever)
  ->content of the red channel into the green channel
  ->green to blue
  ->blue to red
-now scale it down with photoshop to 1x1 px
-take the RGB value of this px and sum all three values
-divide it with 360
Now you have your map scale

Subject: Re: Map OverView Pack
Posted by crysis992 on Fri, 02 Apr 2010 20:47:27 GMT
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DeathLink6.0 wrote on Fri, 02 April 2010 14:30Quote:ScrollingMapScale= ?? how i get it?
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-you have to swap the RGB channels now (copy&paste or whatever)
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  ->blue to red
-now scale it down with photoshop to 1x1 px
-take the RGB value of this px and sum all three values

-divide it with 360
Now you have your map scale

aha