Subject: Maps too big?
Posted by Captkurt on Sun, 22 Jun 2003 13:25:39 GMT
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I get a lot of Private msgs. And emails asking me to help people with problems they are having with there maps, people from this forum and others, not that it matters where they are coming from, but I noticed that some of these people seem to have a similar problem. Map is way too big. Here lately I ran across someone that for weeks, or months this person was trying to figure it out,

workable, so try keeping your maps within this limit or smaller and you should be ok.

Just thought I'd pass this on.

Subject: Maps too big?
Posted by Cpo64 on Sun, 22 Jun 2003 19:37:42 GMT
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What is 3000X3000 feet, in metric?

Subject: Maps too big?
Posted by Captkurt on Sun, 22 Jun 2003 21:34:04 GMT
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Cpo64What is 3000X3000 feet, in metric?

3000 feet is the same as 914.4 meters. if you don't have a conversion tool, do this, make it in feet, then just change it to meters and it should just recompose itself.

I said this only if it's important to you to do the conversion. You can use it (RenX) as a tool to

Subject: Maps too big?
Posted by Cpo64 on Sun, 22 Jun 2003 22:00:32 GMT
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Meh, I think I well stick with metric, born and raised on metric, anything else is just reduntent, and besides 900m is easy enough to remember.

Subject: Maps too big?
Posted by xpontius on Sun, 22 Jun 2003 22:23:31 GMT

eheheh ....ya

Subject: Maps too big?
Posted by Captkurt on Sun, 22 Jun 2003 22:39:34 GMT

Cpo64Meh, I think I well stick with metric, born and raised on metric, anything else is just reduntent, and besides 900m is easy enough to remember.

900m is way too big for a Renegade map.

Subject: Maps too big?
Posted by Cpo64 on Sun, 22 Jun 2003 23:15:58 GMT

Captkurt3000 feet is the same as 914.4 meters.
You said this, but now you say this?
Captkurt900m is way too big for a Renegade map.

I don't understand :S

(Edit: Did you think I meant 900 Miles?   )

Subject: Maps too big?
Posted by Captkurt on Sun, 22 Jun 2003 23:32:48 GMT

Cpo64Captkurt3000 feet is the same as 914.4 meters.
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Captkurt900m is way too big for a Renegade map.

I don't understand :S

(Edit: Did you think I meant 900 Miles?   )

No, I said, 3000' X 3000' feet is too big, 3000 feet is too big, even in one direction, but then you or someone else asked me what 3000 feet was in Meters, so I said 914.4m. Then some one else or you said, they could remember 900meters easier like that was what they were going to build their

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Subject: Maps too big?
Posted by ohmybad on Sun, 22 Jun 2003 23:36:12 GMT
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Do you think 200m x 200m is to small or just right for a dm level?

Subject: Maps too big?
Posted by Cpo64 on Sun, 22 Jun 2003 23:44:55 GMT
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CaptkurtCpo64Captkurt3000 feet is the same as 914.4 meters.
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I get it now, I am being stupid, so, in meteric the largest map you should make would be about 250000 square meters?

Subject: Maps too big?
Posted by Captkurt on Sun, 22 Jun 2003 23:52:27 GMT
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ohmybadDo you think 200m x 200m is to small or just right for a dm level?

That would be about 656.166 feet. I would call that a small map. But even a small map can be a good, fun, very playable map. It just depends on the layout of your map.

584.6064 meters.

This to me is a very big/large map. Really getting too big. I will probably never ever do a map of

either. I guess a map of about 300 meters X 300 meters is what I would work with next time, but not really a square either. Use your imagination in shaping it.

Subject: Maps too big?

Posted by ohmybad on Mon, 23 Jun 2003 00:16:16 GMT
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It might be a bit small but if I added tunnels it would help alot.

Subject: Maps too big?
Posted by Captkurt on Mon, 23 Jun 2003 00:18:06 GMT
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ohmybadIt might be a bit small but if I added tunnels it would help alot.

A big 10.4 there good buddy.

Subject: Maps too big?
Posted by ohmybad on Mon, 23 Jun 2003 00:40:25 GMT
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I ment that it make a smaller map more enjoyable... :rolleyes:

Subject: Maps too big?
Posted by Captkurt on Mon, 23 Jun 2003 00:42:57 GMT
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ohmybadI ment that it make a smaller map more enjoyable... :rolleyes:

Ok, but I think tunnels add to any map, no matter the size.

Subject: Maps too big?
Posted by OrcaPilot26 on Mon, 23 Jun 2003 05:37:17 GMT
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CaptkurtCpo64Meh, I think I well stick with metric, born and raised on metric, anything else is just reduntent, and besides 900m is easy enough to remember.

900m is way too big for a Renegade map.

You must not understand the full potential of vehicles on that kind of map...

Subject: Maps too big?
Posted by Captkurt on Mon, 23 Jun 2003 11:36:02 GMT

OrcaPilot26CaptkurtCpo64Meh, I think I well stick with metric, born and raised on metric, anything else is just reduntent, and besides 900m is easy enough to remember.

900m is way too big for a Renegade map.

You must not understand the full potential of vehicles on that kind of map...

they tried a lot of fixes and the only thing that fixed it was to cut the size down. So listen, and learn.