Subject: Re: LE multiplayer maps
Posted by Slave on Sun, 31 Dec 2006 16:59:16 GMT
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w3dview.exe? comes with renegade mod tools, in a folder next to the leveledit folder.

first, unpack your mix map with an unpacker of choice, locate the biggest w3d file inside (map), and load it into w3dviewer.

choose a top view, zoom out, and make your screenshot

you can also tweak camera settings a bit, clip distance and lens settings (to make it look like its viewed for a sniper rifle and such)

and to do it in leveledit, press ctrl & "+" (numpad) for a few times to increase draw distance. Go to background settings and disable the fog. Learn how to move around, and move your camera to a convenient spot. and boom, screenshot.