Subject: [HUD]Map Overview Pack
Posted by DL60 on Fri, 16 Jan 2009 13:11:18 GMT
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Credits go to Canadacdn for his mapoverviews for the standard ren maps.

I added lots of overviews for fanmaps long time ago to this collection.

Consider it as part two of the D6HUD.

Doitle here: I went and downloaded it from your site again and re uploaded it into this post. Hope that is right.

http://deathlink.ut-ccr.de/other.html

File Attachments
1) MapOverviewPack.zip, downloaded 233 times

Subject: Re: [HUD]Map Overview Pack
Posted by Caveman on Fri, 16 Jan 2009 14:02:32 GMT
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Awesome, many thanks.

Subject: Re: [HUD]Map Overview Pack
Posted by DL60 on Fri, 16 Jan 2009 14:20:50 GMT
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Of course it can be also downloaded at my renegade page like everything else.

I still have other things for you all which are still unreleased on my HDD yet....

Subject: Re: [HUD]Map Overview Pack
Posted by DL60 on Fri, 16 Jan 2009 15:55:20 GMT
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Please download the pack from my page this uploaded one here is broken.

I'll contact the moderators to re-upload the file here.

Subject: Re: [HUD]Map Overview Pack
Posted by Spyder on Fri, 16 Jan 2009 16:38:18 GMT
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Thanks mate!

Subject: Re: [HUD]Map Overview Pack
Posted by Caveman on Fri, 16 Jan 2009 18:49:52 GMT
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The download from here seems to work fine for me.. Well it did when it was up?

Subject: Re: [HUD]Map Overview Pack
Posted by DL60 on Fri, 16 Jan 2009 19:33:21 GMT
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Quote:I went and downloaded it from your site again and re uploaded it into this post. Hope that is right.

Thank you. Everything is fine now.

Subject: Re: [HUD]Map Overview Pack
Posted by slosha on Fri, 16 Jan 2009 20:58:01 GMT
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sweetness

Subject: Re: [HUD]Map Overview Pack
Posted by YazooGang on Sat, 17 Jan 2009 05:22:12 GMT
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DeathLink6.0 wrote on Fri, 16 January 2009 09:55Please download the pack from my page this uploaded one here is broken.

I'll contact the moderators to re-upload the file here.
I would recommend you to upload it as a .rar file. lol. this is a common problem in renforums, if the attachement is a zip file then you have to save it not open it.
It opens fine when i save it and then open it from where i saved it too

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Subject: Re: [HUD]Map Overview Pack

Posted by **Di3HardNL** on Sun, 18 Jan 2009 11:04:52 GMT
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Ty man

Subject: Re: [HUD]Map Overview Pack
Posted by **Titan1x77** on Mon, 19 Jan 2009 06:24:59 GMT
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how can I make my own and add on to this collection?

Subject: Re: [HUD]Map Overview Pack
Posted by **DL60** on Mon, 19 Jan 2009 09:33:26 GMT
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1. Open Leveledit
2. Load your terrain
3. Set camera to top (vie from above - know what I mean?)
4. Make sure that your camera is at 0,0 - makes you life a lot easier (height is irrelevant)
5. Make a screenshoot
6. Load it into Photoshop
7. Export it as .dds
8. Make a new .ini (C&C_<your mapname>.ini)
9. Copy the content of one existing other ini into your new one
10. Find the the right mapscale-value for your overview! (most difficult part)

(11. If you haven't placed you camera at 0,0 you also have to find the right values for the offsets in the ini and thats really sh** and a lot of work)

Subject: Re: [HUD]Map Overview Pack
Posted by **Di3HardNL** on Mon, 19 Jan 2009 13:11:32 GMT
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Isn't it easier to make a screenshot of it in W3DViewer? Or is it less quality?