
Subject: Re: just one more thing....

Posted by [danpaul88](#) on Wed, 17 Jan 2007 14:07:51 GMT

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

I don't think there is any way to do that via scripts.. you could setup some kind of .ini file or something, and manually enter the data for each map, and the path to its top-down image (if you are using one), which would also allow people to add fanmaps to the program by creating an image and adding it to the .ini file.

As for finding the length / width of the default maps, I guess you will just have to load them in leveledit, put things on the very corners of the map and look at their properties to find the position.
