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