
Subject: Can someone make me an overhead view screenshot of a map?

Posted by [jonwil](#) on Tue, 16 May 2006 03:23:13 GMT

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

Basicly, I need a screenshot of an overhead view of a map.

It should be a square texture with the width and height a power of 2 (like any renegade texture).

Dont much care which map (any of the stock westwood maps will do) but it should look good.

Also, I need to know scale (i.e. 1 pixel width/height = ? units in the renegade world).

Subject: Re: Can someone make me an overhead view screenshot of a map?

Posted by [havoc9826](#) on Tue, 16 May 2006 03:54:21 GMT

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

Ask WD or ccfan to !spectate you in BC5 or something. You should be able to get a pretty good screenshot while in spectator mode, as the gun and hands are removed, and you can fly (jump) as high as you want. Of course, on non-flying maps, everything but the ground will probably disappear after a certain height, but if I understand you correctly, that probably won't matter much.

Subject: Re: Can someone make me an overhead view screenshot of a map?

Posted by [Kamuix](#) on Tue, 16 May 2006 04:09:27 GMT

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

I hope this impresses someone. Its 600 pixels by 600.

File Attachments

1) [Image1.JPG](#), downloaded 584 times



Subject: Re: Can someone make me an overhead view screenshot of a map?
Posted by [jonwil](#) on Tue, 16 May 2006 05:36:27 GMT

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

Thats not the right size, it has to be a power of 2.

600 is not a power of 2

256, 512 and 1024 are powers of 2.

Also, I need to know which map it is and also what the scale is (i.e. 1 pixel on the screenshot = how many units in world space?)

Subject: Re: Can someone make me an overhead view screenshot of a map?

Posted by [Aircraftkiller](#) on Tue, 16 May 2006 06:17:19 GMT

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

So resize it to 512x512 you dumbshit, it's a 1:1 aspect ratio either way.

Subject: Re: Can someone make me an overhead view screenshot of a map?

Posted by [JeepRubi](#) on Tue, 16 May 2006 12:09:34 GMT

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

How the hell are you supposed to figure out the scale?

Subject: Re: Can someone make me an overhead view screenshot of a map?

Posted by [Kamuix](#) on Tue, 16 May 2006 12:43:57 GMT

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

There 512 x 512. M00_Tutorial.

Quote:and also what the scale is (i.e. 1 pixel on the screenshot = how many units in world space?)

I'm sorry. How would you go about doing that ?

I could give you a small estimate on what it is, but I dont see a way of measuring exactly what it would be.

File Attachments

1) [Image35.JPG](#), downloaded 522 times



Subject: Re: Can someone make me an overhead view screenshot of a map?
Posted by [Titan_HQ](#) on Tue, 16 May 2006 15:16:06 GMT

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

jonwil wrote on Tue, 16 May 2006 04:23

Also, I need to know scale (i.e. 1 pixel width/height = ? units in the renegade world).

I've been playing on the map and itd say approx 10pixels = 1.5m in the real world. What do you mean by "units in the renegade world"?

Subject: Re: Can someone make me an overhead view screenshot of a map?
Posted by [reborn](#) on Tue, 16 May 2006 16:14:48 GMT

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

Theres a whole bunch of them on your wiki site that you could re-scale:

Subject: Re: Can someone make me an overhead view screenshot of a map?

Posted by [idebo](#) on Tue, 16 May 2006 19:03:04 GMT

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

Hi newly Renegade (copy) radar.

Subject: Re: Can someone make me an overhead view screenshot of a map?

Posted by [reborn](#) on Tue, 16 May 2006 19:43:04 GMT

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

A "RenDar"?

Subject: Re: Can someone make me an overhead view screenshot of a map?

Posted by [jonwil](#) on Wed, 17 May 2006 01:44:26 GMT

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

ok, thanks, that should do for what I need it for

As for scale, an estimate should be fine.
