
Subject: [HUD]Map Overview Pack
Posted by [DL60](#) on Fri, 16 Jan 2009 13:11:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Credits go to Canadacd 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 288 times

Subject: Re: [HUD]Map Overview Pack
Posted by [Caveman](#) on Fri, 16 Jan 2009 14:02:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Awesome, many thanks.

Subject: Re: [HUD]Map Overview Pack
Posted by [DL60](#) on Fri, 16 Jan 2009 14:20:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

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

Thanks mate!

Subject: Re: [HUD]Map Overview Pack
Posted by [Caveman](#) on Fri, 16 Jan 2009 18:49:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

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

sweetness

Subject: Re: [HUD]Map Overview Pack
Posted by [YazooGang](#) on Sat, 17 Jan 2009 05:22:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

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 attachment 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

Subject: Re: [HUD]Map Overview Pack

Posted by [Di3HardNL](#) on Sun, 18 Jan 2009 11:04:52 GMT

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

Ty man

Subject: Re: [HUD]Map Overview Pack

Posted by [Titan1x77](#) on Mon, 19 Jan 2009 06:24:59 GMT

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

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

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

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 screenshot
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

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

Isn't it easier to make a screenshot of it in W3DViewer? Or is it less quality?
