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Subject: 2d Tileset's

Posted by [gibberish](#) on Sun, 07 Mar 2004 18:33:26 GMT

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Has anyone done any work to convert the standard maps to an accurate "Scaled" 2D Image or better yet a tileset that could be used to create a top down view of Renegade similar to the original C&C?

This question also goes for units and vehicles, they would need to be the same scale as the map.

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Subject: 2d Tileset's

Posted by [Aircraftkiller](#) on Sun, 07 Mar 2004 20:08:15 GMT

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What would be the point? You can't make a tileset based on random 3D art, unless you were to create one for every single level with its own unique tileset.

I don't get what sense there is in doing this because there's no logical way to implement it.

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Subject: 2d Tileset's

Posted by [--oo00o00oo--](#) on Sun, 07 Mar 2004 20:34:00 GMT

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^^ big monitor in the radar dome?

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Subject: 2d Tileset's

Posted by [IRON FART](#) on Mon, 08 Mar 2004 04:07:31 GMT

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I'm not 100% sure what you mean by:

Quote:convert the standard maps to an accurate "Scaled" 2D Image

Do you mean making a top-down image of a Renegade map into an RTS style map?

If so, take a look at C&C\_Under. How are you to make the tunnels or caves, or the area under hilltop?

3D>2D doesn't work well.

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Subject: 2d Tileset's

Posted by [gibberish](#) on Mon, 08 Mar 2004 10:20:18 GMT

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IRON-FART If so, take a look at C&C\_Under. How are you to make the tunnels or caves, or the area under hilltop?

Tunnels are not the problem.

Basically anywhere where there is only one Z position for a given (X,Y) pair is not a problem. But as you say there are sometimes cases where tunnels run under another location (hourglass being the most obvious example).

Several maps in the original C&C games had tunnels all that happened was units disappeared from view, but they still showed on the radar and they could still be controlled, this also happened when naval units went under bridges.

However I noted that in the standard maps there are very few locations where more than two Z positions exist. This leads to another solution, divide the map into an upper and lower level.

The player can simply toggle which level they want to see.

When showing the "Upper" level the entire map would be show but a few locations would be obscured, note tunnels would not be obscured unless they run under another valid location.

When showing the lower level I am not sure what to do, as I see it the options are:

- Show only the obscured areas.
- Show the entire map minus any pieces that obscure the lower level.
- Something logical for the map like cutting of the high ground so that the remaining map has no obscured areas.

As far as setting which route a unit moves when the play clicks on a point that has more than one Z the simplest solution would be to simply move the unit to the Z is closest to its current Z that way the player can guide the unit up slopes if necessary or use way points to do so.

Note: This would be further simplified by the fact that vehicles cannot enter most tunnels.

I am assuming that the game engine would still use some degree of 3D, its just the rendering that would be 2D. However the Z position could be greatly simplified for example there might be only 10 distinct Z values.

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Subject: 2d Tileset's

Posted by [Cpo64](#) on Mon, 08 Mar 2004 22:58:03 GMT

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My suggestion for making a tile set, is to take a picture of the whole map from over head, using a render that doesn't do perspective (making things smaller when they are further away, and other distortions) then take that image, to some touch ups, and devied it up into a grid.

As for making it work, I realy have no experence with any of that.

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Subject: 2d Tileset's  
Posted by [IRON FART](#) on Mon, 08 Mar 2004 23:12:41 GMT  
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If you are gonna make an RTS map out of one of the standard maps, it won't work well.

But as you mentioned switching between two tilesets, that can be done.

Just find the dimensions of the map in question, make a grid, and plot everything accordingly.

Use a top down view from level edit or w3d viewer for reference, but remember that a top down view in a 3d application will show it in perspective.

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Subject: 2d Tileset's  
Posted by [SuperFlyingEngi](#) on Mon, 08 Mar 2004 23:25:46 GMT  
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Quote:big monitor in the radar dome?

That would be awesome, especially if it ran in real-time.

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Subject: 2d Tileset's  
Posted by [gibberish](#) on Mon, 08 Mar 2004 23:52:14 GMT  
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IRON-FARTUse a top down view from level edit or w3d viewer for reference, but remember that a top down view in a 3d application will show it in perspective.

Ok, I am a GMax noob, but I assume I could use the top down view in GMax for this (instead of the perspective view).

Is there a quick way to do backface removal in GMax, ie delete all the ceilings so that I am left with an image with just floors and walls that are visible from above, in it.

Then all I need to do is the manual edit to remove the "upper" level in order to take the screen grab for the lower level.

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