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04 May 2017, 18:30:06 (PRT)

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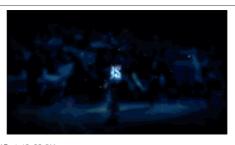
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⬛ 05-30-2007, 12:59 AM   #1

Desertfox

[Brigadier]

Join Date: Aug 2006
Posts: 5,865
⬛ Brunei Darussalam
Location: EVE Online

📄 **Image Colormaps**

Irontaxi said I should do this tutorial so I could become known throughout the project reality kingdom! So here is how to set up a image as your colormap so you can realistic layouts etc.

1 - First, back up your level just in case something goes wrong and then download TPaint from

http://tpaint.alffx.nl/

2 - Download and extract TPaint into your main level folder.

3 - Make a new folder inside bf2_tpaint and named it "colormaps" without the quotes.

4 - For my image I will be using a unicorn.

It helps to have a high quality image so when you make it bigger it is still good quality. Use the chart below to resize your image to fit your map.

256x2 = 1024x1024
512x2 = 2048x2048
1024x2 = 4096x4096
1024x4 = 4096x4096 [4KM]

5 - After its re-sized save it with the name 'colorbig' and as a .tga with 24 bits/pixels

6 - Now drop colorbig.tga into your level > MAP NAME > bf2_tpaint folder

7 - Go to Start > Run > and type in CMD and you should see something like this.

8 - Now type this in the cmd window

"CD C:\Program Files\EA GAMES\Battlefield 2\mods\pr_edit\levels\MAP NAME\bf2_tpaint

Make sure you use "\" instead of "/" and change pr_edit to the mod you are using and change MAP NAME to the name of your map 😊

9 - now type "bf2_tsplit null colorbig.tga" and it will do all the work for you.

10 - Close the cmd window and browse to "levels > your map > bf2_tpaint > colormaps"

11 - Copy the files inside that folder and drop them into "levels > your map > editor > colormaps" and overwrite.

12 - Load up your map in the editor!

Voila! Now you can have a perfect unicorn layout for your next insurgent map!

AD adds: Keep in mind the resulting image is mirrored, so if you want it to look normal, mirror it yourself first (vertically), so it looks normal in-game.

Thanks for rhino and irontaxi :P

Last edited by [R-DEV]AfterDune; 11-22-2015 at 12:33 PM..

QUOTE

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Tags

colormaps, image, tutorial

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