Galaxy Map Tweaking! And Twerking!

**GalaxyMapOpen.LUA**

**Overall time**: 30 seconds

**Timing estimates**:

0 – Start

12s – Capitals

15s – Routes

17s – Borders

19s – Circles

28s – Scene switches to Hiigaran Exile

**To Fade In quicker**:

For GALAXYMAP\_RING, GALAXYMAP\_1\_RING, GALAXYMAP\_2\_RING, and GALAXYMAP\_HASHMARKS use the Colour parameter. Move the second slider to the right until the fade-in is correct. I would say this fade shouldn’t take more than a few seconds, as when the effect appears the camera is panning and rotating around it. By the time the camera stops the effect should be solid.

**To change the timing of the various overlays**:

Same as above. The Colour parameter for each controls this. Just slide the middle two sliders to match the correct timing needed in the scene.

This effect does not need to fade out **UNLESS** the effect is persistent across the entire NIS (about 3:10s in all). This is not preferable, as the Colour parameter has no Time indication – you will have to guesstimate and watch the entire sequence ad nauseam to get it right.

**If the effect is persistent:**

All of the Durations will have to be changed to fit the longer timescale. Duration is in seconds, so (by my estimates) it should be about 190 seconds or so. The all of the Colour sliders will need to be moved way back and fine-tuned. For GALAXYMAP\_SMOKE\_SMOKE\*, change the duration of the Spray emitter, not the duration of the Ring.

**GALAXYMAPCLOSE.LUA**

**Fade out faster:**

Same as above – move the Colour sliders until the fade out is right. By my estimates, from sceneFadeIn to effectEnd is 20 or so seconds.