




The idea for MapScale came after someone had posted a question to the newsgroup  **alt.games.unreal.ed** where he asked if it is possible to scale a whole map. Since there was no tool for this purpose at that moment, I decided to write a program that would let the user do this.

The program uses data contained in **.t3d files (Unreal Text)** and converts them so that the map is scaled up or down.

Furthermore, you can specify different scale factors on each axis. That makes it possible to scale a map in its height only for example.

Moreover, you can choose if the **LightRadius** of Light actors and the **CollisionRadius** or **CollisionHeight** of all Actors should be scaled accordingly. This avoids that the map is too dark or too bright after the conversion and ensures that the Trigger radii relations stay the same.

The conversion process is divided into five simple steps:



MapScale Options

In this dialog, you are told how to export the map you want to scale.

After you have done that, you have to fill in the *Input Filename* and (optional) an *Output Filename*. The *input filename* is the name of the .t3d file you have exported from within UnrealEd. If you specify an *output filename*, the result of the conversion is saved in that file.

Finally, you have to enter the *scale factor*. You can choose to use a different factor on each axis.

Step 1

Export of the Map,
Input and output filename,
scale factor



Advanced Options

Here you can specify if the *LightRadius* of Light actors or the *CollisionRadius* or the *CollisionHeight* of any actor should be scaled, too.

Note: I suggest applying this utility before adding other Actors to the map.

Step 2

LightRadius,
CollisionRadius,
CollisionHeight



Ready to Go!

This page shows a *summary* of all the data entered in the previous pages. You have to confirm these options to proceed.

Step 3

Summary



Summary & Conversion Progress

This page shows the *conversion progress*. You can interrupt the conversion process at any time if you want.

You will find the same *summary* that you have seen on the previous page again on the top of this page.

Conversion of the Map



Conversion Completed!

This page tells you how to reimport the converted file into UnrealEd. There are also some other important things mentioned.

Step 5

Import into UnrealEd

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