
Subject: BigMaps Editing

Posted by [Zombiehunter](#) on Tue, 11 Jun 2013 00:43:35 GMT

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Hi Guys,

for all of you who don't know me, I am Zombiehunter and as smeagol posted a while back, I am de facto in charge of mapworking on the BigMaps Project for AIMNAS.

The reason I am posting this today, is to keep you guys up-to-date about my part in this project and show you that I am still working on it, although not as fast or much as you probably want me to

The reason for that is simple, I am going through a lot of changes in my personal life at the moment, coupled with a little lack of motivation. I am still editing maps, but as stated earlier not as fast as usual.

But there's a way you can help. If anyone of you guys, want to chip in on mapmaking, feel free to PM me. There are some rules though:

1. Make sure you're using the latest AIMNAS version, for tileset compatibility
2. Don't do the city-sectors, I will do them myself
3. Use the proper tileset, meaning don't do a desert map with a swamp tileset for example
4. Keep it believable
5. Don't do the sector rows A-E, they're already done

I know mapmaking is a lot of work and I won't promise anyone, that I'll use your maps. I will review every map or picture of a map you'll send me and give you proper feedback.

Thank you for you time

Regards
-Zombie

Subject: Re: BigMaps Editing

Posted by [Gambigobilla](#) on Tue, 11 Jun 2013 01:17:17 GMT

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Thank you for your hard work.

Subject: Re: BigMaps Editing

Posted by [Vince7403](#) on Tue, 11 Jun 2013 04:10:05 GMT

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Thank you for all the work. Hopefully some good quality stuff will come from the community.

Subject: Re: BigMaps Editing

Posted by [Zombiehunter](#) on Mon, 26 Aug 2013 20:29:39 GMT

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Still alive and kicking :wave:

And I decided to show you one of my maps today

It's the river crossing in E13 south of Drassen, the Arulco Army Checkpoint has been beefed up a little, after all we're in a warzone

Stay tuned

-Zombie

Subject: Re: BigMaps Editing

Posted by [Flugente](#) on Mon, 26 Aug 2013 20:47:23 GMT

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That looks very nice, good to hear you still exist

I'm wondering... in vanilla maps, the river also extended to F13, where it fed a small lake... will that still exist?

Subject: Re: BigMaps Editing

Posted by [Zombiehunter](#) on Mon, 26 Aug 2013 21:02:15 GMT

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That is actually a very good point, stupid me forgot about the small lake in F13. Smart me will connect the river to the lake, though.

Subject: Re: BigMaps Editing

Posted by [winehouse](#) on Tue, 27 Aug 2013 01:05:34 GMT

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Why not start your own project and make regular size maps?

:diabolical:

Subject: Re: BigMaps Editing
Posted by [DepressivesBrot](#) on Tue, 27 Aug 2013 08:27:21 GMT
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winehouse Why not start your own project and make regular size maps?

:diabolical: An important part of assuming a new identity is not to fall back into your old behavioral patterns, just saying.

Subject: Re: BigMaps Editing
Posted by [dinglehopper](#) on Wed, 28 Aug 2013 04:22:29 GMT
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Lol Depri.

The map looks awesome, and seems to me anyways like you channeled smeagol very well.

Quick question though, any chance we could get a sort of current state of things and maybe a roadmap for the future? Like maybe what maps are done now.

Sorry for any weirdness, I am replying on phone and have fat little fingers that hit wrong buttons.

Dh

Subject: Re: BigMaps Editing
Posted by [DepressivesBrot](#) on Wed, 28 Aug 2013 07:50:51 GMT
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Fixed that, wasn't talking to zombie, though the map does definitely fit in quite well with the overall style.

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Sun, 01 Sep 2013 14:50:18 GMT
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dinglehopper
Quick question though, any chance we could get a sort of current state of things and maybe a

roadmap.for the future? Like maybe what maps are done now.

Most certainly, except for 1-2 maps the E row is done from the overall level design perspective at least. Could use some help with the civilian, enemy placement and also with the random item placement, that's something I have no clue of.

DepressivesBrot

Fixed that, wasn't talking to zombie, though the map does definitely fit in quite well with the overall style.

I already knew that depri and I considered winehouse's post so irrelevant, that I decided not to reply to it.

Subject: Re: BigMaps Editing
Posted by [DepressivesBrot](#) on Sun, 01 Sep 2013 15:42:42 GMT
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Didn't think you didn't get it, wasn't totally sure about dingle though.

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Tue, 03 Sep 2013 14:30:06 GMT
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Zombiehunter

Most certainly, except for 1-2 maps the E row is done from the overall level design perspective at least. Could use some help with the civilian, enemy placement and also with the random item placement, that's something I have no clue of.

I shall stand corrected, Maps E5-8 are still to be made, E15 is currently under construction, E16 will follow shortly. I have made a basic construct for E4, but stopped when smeagol told me he had something special planned for it. Unfortunately, I haven't spoken to smeagol lately, so I don't know whats up with that.

My goal is to have E row finished by the end of September, I will try my best, but can't promise that I will make it in time.

-Zombie

Subject: Re: BigMaps Editing
Posted by [Sam Hotte](#) on Tue, 03 Sep 2013 14:57:00 GMT

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:super:

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Wed, 11 Sep 2013 21:15:05 GMT
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Hello folks, yet again another WIP update.
(I plan on making updates for you every week, if I won't be able to make an WIP update, doesn't mean development has stopped)

Recently I finished E16 map (yes there is an E16 now)
Have a little looksy yourself

This is only the basic layout screenshot, it doesn't show the current state of the map.
Everything East of the fence isn't Arulco anymore, it's the neighbouring country of IDK ^^

I have now started making the maps E8 and F8 Cambria Hospital. I am progressing very well on those maps and hopefully I will have them finished by next week. We'll see if you can sneak a look at them, then.

Stay tuned
-Zombie

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Tue, 17 Sep 2013 22:13:20 GMT
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Hello again,

although no WIP picture today, I am still able to proudly announce more progress.

As of recently I have started to edit 9 Maps simultaneously, 4 of which are nearing completion, 3 of those are mere Wilderness maps, while the last one is Cambria Hospital, which will have a lot of new bells and whistles added, to make give it the "maximum" hospital feeling

That's all for now.

Stay tuned
-Zombie

PS:

Still in need for some fine people, willing to assist in the mapping process.

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Tue, 24 Sep 2013 16:56:11 GMT
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So,

recently I've encountered a major bug, which shredded two of my maps, thinking that I just lost at least 3-4 days of work.

Luckily Kriplo was able to recover said maps, again thank you for that. Now I will be able continue my mapwork and some day we'll be able to say: MISSION ACCOMPLISHED

Stay tuned
-Zombie

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Sun, 29 Sep 2013 11:57:17 GMT
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Hi guys,

another WIP update, I just thought to myself, I'll give you a little overview over the work I've done so far:

This is the current state, the green check marks obviously tell you what maps I've finished and those orange Hourglasses (they're supposed to be hourglasses) Show you the maps I am currently working on. All the maps above the green check mark line, have been taken care of, by smeagol obviously.

Stay tuned
-Zombie

Subject: Re: BigMaps Editing
Posted by [silversurfer](#) on Sun, 29 Sep 2013 13:01:06 GMT
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Wow, that looks like there is still tons of work ahead of you. You have my sympathy.
:cheerleader:

Subject: Re: BigMaps Editing
Posted by [RoWa21](#) on Sun, 29 Sep 2013 13:32:04 GMT
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silversurferWow, that looks like there is still tons of work ahead of you. You have my sympathy.
:cheerleader:

+1

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Sun, 29 Sep 2013 13:56:29 GMT
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Thank you, it's for a good cause, so it's work I'll gladly do

Subject: Re: BigMaps Editing
Posted by [pheloncab](#) on Wed, 02 Oct 2013 04:27:53 GMT
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I am looking forward to the eventual completion, Big maps and the attendant range correction has been one of my dreams for years.

I recently reread the OP, and got hit by a side thought. Once the basic maps are done, would it be possible to take any submitted left overs and clean them up into useful alternative sectors?

I know right now we have the alternates to allow gunrunners and terrorists and such and I know which sector you get is a 'random' when you first enter that sector, then stays that way for the rest of your game. I thought to improve the re-playability if more of the sectors had alternates it might make it more interesting.

Subject: Re: BigMaps Editing
Posted by [derek](#) on Wed, 02 Oct 2013 11:09:06 GMT
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Yeah, my thoughts exactly.

Could be great if all sectors could have alts - even more better if there could exist more versions of alt sectors (like 5 different maps 4 Drassen airport that can be loaded upon new game).

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Wed, 02 Oct 2013 11:57:24 GMT

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Easy now guys, this project needs to learn to walk, before it can run. Personally I like the idea of having Alternative Maps and there definitely will be some. But to make Alternative Maps for ALL of the Maps, MAYBE I will think about it when I have the minimum amount of maps required for this prohect finished. Don't forget, Mapmaking is a lot of work, I need between two and three days minimum to make a regular wilderness map. A big city sector can take me over a week and don't forget, currently I am doing this all by myself. So right now I won't just double the amount of work I gotta do for this project.

-Zombie

Subject: Re: BigMaps Editing
Posted by [derek](#) on Wed, 02 Oct 2013 12:05:08 GMT
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Excuses, excuses

p.s. is it possible to make 3 alt maps for same sector (lets say b6)? (but in a way to be just random sector not related to terrorists and such)

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Wed, 02 Oct 2013 12:10:44 GMT
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That's something I haven't tried yet, I actually can't see why that wouldn't be doable, but let me get back at that when I've gathered more informations about this.

-Zombie

Subject: Re: BigMaps Editing
Posted by [storytime](#) on Wed, 02 Oct 2013 18:18:02 GMT
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What about generated maps? I recall some limitations about some sectors, but it would be so much quicker. You could have some randomization on new games also.

Subject: Re: BigMaps Editing
Posted by [DepressivesBrot](#) on Wed, 02 Oct 2013 18:21:21 GMT
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You go ahead and make some and they might be considered.

Subject: Re: BigMaps Editing

Posted by [derek](#) on Wed, 02 Oct 2013 18:56:30 GMT

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DerekBPP.s. is it possible to make 3 alt maps for same sector (lets say b6)? (but in a way to be just random sector not related to terrorists and such)

ZombiehunterThat's something I haven't tried yet, I actually can't see why that wouldn't be doable, but let me get back at that when I've gathered more informations about this.

And?! Anybody knows?! Some feedback please... thanks.

Subject: Re: BigMaps Editing

Posted by [DepressivesBrot](#) on Wed, 02 Oct 2013 18:59:37 GMT

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You know 'let me get back at that when I've gathered more information' is a polite way of saying 'I might look into it next week, now quit bothering me', right?
Seriously though, 6 hours? Don't be such a impatient kid.

Subject: Re: BigMaps Editing

Posted by [Flugente](#) on Wed, 02 Oct 2013 19:10:18 GMT

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Judging from the code, multiple alternate maps would only require minor code edits. However we would need maps to alternate in the first place. Expect this to be relevant again in a few years.

Subject: Re: BigMaps Editing

Posted by [derek](#) on Wed, 02 Oct 2013 19:13:16 GMT

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Ahm... "kid"?!
Go fetch me some cigs! :taskmaster:

It was more of a question 4 all other members - maybe someone else knows.
(read between the lines)

Subject: Re: BigMaps Editing
Posted by [derek](#) on Wed, 02 Oct 2013 19:14:59 GMT
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@Flug
We have great deal of maps - look at all the modes.
And 4 me is relevant 4 some years know, but never asked.

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Wed, 02 Oct 2013 19:33:22 GMT
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DerekBP@Flug
We have great deal of maps - look at all the modes.
And 4 me is relevant 4 some years know, but never asked.

Define great deal of maps, remember they have to be 360x360 not Vanillasize.

I am being perfectly honest here, I started making maps for this project like one year ago, at first it was to take some of the work off of smeagol's back, now I've basicly taken over the whole mapmaking issue, because smeagol has some pressing workrelated matters to take care of. Can't blame him for that.

So basicly regarding mapmaking, I am all alone, every now and then I try to recruit some help but usually there is always some reason why one decides not to assist.

What I am trying to say here, guys let me finish the basic maps first, before you start coming at me with that idea of making additional maps, after all I am doing this for free, like almost everyone else in the modding community. And since noone seems to be willing to assist in the matter of creating BigMaps, this could still take quite a while. I am not able nor willing to commit to this matter 24/7.

And about generated maps, if you mean what I think you mean, there is no Mapgenerator for Jagged Alliance afaik. All the maps you enjoy today and in the future are made by someone.

-Zombie

Subject: Re: BigMaps Editing
Posted by [derek](#) on Wed, 02 Oct 2013 19:52:22 GMT
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Can't we just enlarge existing maps and "complement" them?!

there is no Mapgenerator
I know, thank God there isn't one.

Subject: Re: BigMaps Editing
Posted by [DepressivesBrot](#) on Wed, 02 Oct 2013 19:54:09 GMT
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You can. In that case you only need to model the area of 4 vanilla maps instead of 5 for a scratchbuild.

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Wed, 02 Oct 2013 20:01:37 GMT
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DerekBPCan't we just enlarge existing maps and "complement" them?!

Well, that is actually exactly what I am doing, as long as I can do it, as you might know, BigMaps is using different Tilesets. So basicly I can use some parts of the map, but the timesaving factor of this is actually next to nothing.

Subject: Re: BigMaps Editing
Posted by [derek](#) on Wed, 02 Oct 2013 20:05:36 GMT
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Yeah I know...

p.s. Hope U using lights only where light source (not placing them in "tactical manner").

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Wed, 02 Oct 2013 21:26:28 GMT
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DerekBPYeah I know...

p.s. Hope U using lights only where light source (not placing them in "tactical manner").

I don't even know what you could possibly mean with that

-Zombie

Subject: Re: BigMaps Editing
Posted by [Faalagorn](#) on Wed, 02 Oct 2013 22:34:23 GMT
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I'm also rather looking forward to eventually having finished big map project with the polished

maps instead of bothering with alternative sector for now, especially since it'd require touching code to work (random terrorist placement is a kinda different story). The feature would be nice, but not mandatory - me, myself I'd even enjoy having just one set for my own gameplay, as I don't really like anything random, I'd like to know that I'm playing the one set of maps, especially polished .

Kudos for Zombie for your hard work BTW! I haven't tried AIMNAS yet, so I can't judge the work myself, but it looks impressive on the previews . I'm currently playing vanilla campaign + AFS now as a refreshment (I finished JA2 only once, and that was several years ago - with no 1.13), so there's some time before me (also wanted to try UC, AR and maybe DL).

On one hand I'd love to help, but I've never tried doing any maps. I only opened map editor out of curiosity few times. I also tend to get lazy and leave the stuff unfinished so I'm not who are you looking for...

However, have you thought of setting an SVN or SVN-like folder (like dropbox, skydrive or google drive) to host your work? That may be easier for people to help improve things a little and see the progress, just like it is with 1.13 repo.

Also, I really like the map you posted few posts earlier. How about setting up something online to easily mark progress you made? I've made a quick and easy to edit online spreadsheet on Google Drive for example . Simply write in the empty cells f for "finished", w for "working", u for "unfinished" and n for "not applicable" and the cell will get automatically colored . The 4 sheets at the bottom are for the underground sectors. Then update the title with the date. I've set the spreadsheet to be editable by anyone on the web, but feel free to make a copy or contact me if you want a copy with limited editing rights (which is advisable)

Subject: Re: BigMaps Editing

Posted by [DepressivesBrot](#) on Wed, 02 Oct 2013 22:44:10 GMT

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An open folder is a good place for people to leech the current wip content and then come complaining that it doesn't work. I'd rather stick with periodically doing actual releases.

The spreadsheet sounds like a decent idea though.

Subject: Re: BigMaps Editing

Posted by [Zombiehunter](#) on Wed, 02 Oct 2013 23:07:02 GMT

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Faalagorn! I'm also rather looking forward to eventually having finished big map project with the polished maps instead of bothering with alternative sector for now, especially since it'd require touching code to work (random terrorist placement is a kinda different story). The feature would be nice, but not mandatory - me, myself I'd even enjoy having just one set for my own gameplay, as I don't really like anything random, I'd like to know that I'm playing the one set of maps, especially

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Thanks, don't praise me too much yet, in the current release the maps are all made by smeagol. But I am always happy to see people are still excited about BigMaps, that keeps me going.

While I see the advantages of having an open folder, for anyone to take a look at the current work and maybe improving it, Depris objections are not without merit and so I wont be using it. If someone likes to help, then he is most welcome to do so, but it will be through me. Smeagol put a lot of trust in me by handing over the mapwork to me and I won't disappoint him.

The spreadsheet is a very good idea, I will look into it tomorrow and I'll probably using it for the future WIP updates. Thank you for that.

Stay tuned
-Zombie

Subject: Re: BigMaps Editing
Posted by [Faalagorn](#) on Wed, 02 Oct 2013 23:17:36 GMT
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DepressivesBrotAn open folder is a good place for people to leech the current wip content and then come complaining that it doesn't work. I'd rather stick with periodically doing actual releases. ZombiehunterWhile I see the advantages of having an open folder, for anyone to take a look at the current work and maybe improving it, Depris objections are not without merit and so I wont be using it. If someone likes to help, then he is most welcome to do so, but it will be through me. Smeagol put a lot of trust in me by handing over the mapwork to me and I won't disappoint him.

That's quite solid arguments, so I guess that periodic releases are fine . Though there is one more benefit of version controls - backups . Keep the files away from people, but remember to store copies in case of drive/PC failure/other issues available. Nothing is more depressing than losing ton of hard work.

ZombiehunterThe spreadsheet sounds like a decent idea though.
I'm glad it's helping . If you have any questions about it, feel free to PM me.

Also, one thing came to my mind when designing big maps. One thing that got me curious is how the strategic world map have multiple homes drawn on/near each city, and in tactical there's only one. I always knew it was due to sector being only a part of a nap (hence the travel times between sectors), but since bigmaps are being continuous, how about looking at the strategic world map as a reference in building tactical maps, especially cities? Would be cool if the tactical map could follow strategic map .

Subject: Re: BigMaps Editing
Posted by [DepressivesBrot](#) on Thu, 03 Oct 2013 20:12:05 GMT
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So yeah, after some cursing since I don't mess with (accurate) image editing too often, I present you a new Impressive Overview Map
Enjoy

<http://www.mediafire.com/view/yld8qyw71cm7jcg/WorldMapv9.jpg>

(Link only, smeag nearly managed to crash the board once)

Subject: Re: BigMaps Editing
Posted by [mmm](#) on Sat, 05 Oct 2013 07:05:58 GMT
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This is something very interesting.

Hi,there. I'm pretty new to the forum and I have absolutely no experience with AIMNAS mod(I'm primarily a DBB aka.loV mod user). But this is the only big map based on original JA2 campaign I've seen anywhere so far(please tell me if there are any other projects, especially if they are at a more advanced stage). A few questions though, Zombiehunter.

1. Since I have no plan to use AIMNAS items, is there any foreseeable compatibility issues with other item xmls, for example say, loV? Hopefully you people didn't place any AIMNAS exclusive items on the map.
2. From what I see in the "work in progress" posts, only part of all sectors are done. So what kind of sectors are intended to be reworked and what sectors(if any) are intended to be left unmodified?

3. How big are the new maps, in comparison to the original maps(I don't have a very good idea about their length and width in tiles). Are they intended to be uniform in terms of size, or some will be bigger than others?

edit: the amount of grass is kinda... excessive...

Subject: Re: BigMaps Editing

Posted by [DepressivesBrot](#) on Sat, 05 Oct 2013 10:23:29 GMT

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1) The heavy WiP status works in your favor here, there are absolutely no items placed in any of the maps so there are no incompatibilities with other mods. In the future (read: when all the maps are done) they will of course be populated with the full range of AIMNAS items.

2) All of them.

3) Uniform increase from 160x160 to 360x360. That's a factor of 2.25 in linear dimensions or a whopping 5 times the area.

4) Excessive grass is a signature feature of WF since the old vanilla mod.

Subject: Re: BigMaps Editing

Posted by [mmm](#) on Sat, 05 Oct 2013 16:42:39 GMT

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Well, thank you, DepressivesBrot. That answers all my questions.

Actually the size of map looks idea to me. This is the size that I believe will reduce the severity of "border clashes" for large battles involve both enemy and militia, provide opportunities for very long range sniping(despite those god damned grasses), without hampering the performance too much.

Just hope they keep a version without any items, this project has the potential to appeal to a much wider range of users. Or better yet, do it the Aruclio Revisited way, to includ(for one of the versions at least) only 1.13 default items.

Subject: Re: BigMaps Editing

Posted by [DepressivesBrot](#) on Sat, 05 Oct 2013 17:13:34 GMT

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Will run it by smeag to keep a 'naked' version of the maps available.

Subject: Re: BigMaps Editing

Posted by [mmm](#) on Sat, 05 Oct 2013 20:48:25 GMT

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One question though, what about those quest items? You have to have something on the map like keys or Chalice.

Subject: Re: BigMaps Editing
Posted by [DepressivesBrot](#) on Sat, 05 Oct 2013 21:09:01 GMT
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We'll figure it out when the time comes.

Subject: Re: BigMaps Editing
Posted by [buuface](#) on Sun, 06 Oct 2013 02:29:14 GMT
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Thanks Zombie for your hard work and updates!

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Mon, 07 Oct 2013 01:45:09 GMT
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Always working hard, or hardly working

Okay folks, after DepressivesBrot's marvelous new Overview Map (thanks for your work again.) I am today posting the link to the Spreadsheet Faalagorn made for me (thank you too again)

AIMNAS BigMaps WIP spreadsheet

Explanation:

Green=Finished

Yellow=WIP

Red=Unfinished

Black=Not applicable

I also added the link to my signature for future reference.

Disclaimer:

Faalagorn was so kind and made this Document open for all, so I am asking you not to mess with it, thank you very much.

Stay tuned

-Zombie

Subject: Re: BigMaps Editing
Posted by [Faalagorn](#) on Tue, 08 Oct 2013 23:19:25 GMT
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ZombiehunterFaalagorn was so kind and made this Document open for all, so I am asking you not to mess with it, thank you very much.
I left it open just to demonstrate things - as some accidental edits may happen from time to time, PM me with your Gmail/Google account address, and I'll give you edit rights just for you and view rights for everyone else.

Subject: Re: BigMaps Editing
Posted by [yarco](#) on Wed, 09 Oct 2013 09:22:17 GMT
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Nice work Zombiehunter.

I have a few questions:

1. Where can I download your BIG maps?
2. What's the difference between WIP and Unfinished maps?
3. Classic (white) maps are playable?

Thank you!

And pardon my english.

Subject: Re: BigMaps Editing
Posted by [DepressivesBrot](#) on Wed, 09 Oct 2013 09:36:14 GMT
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- 1) Nowhere, wait for announcement.
 - 2) I took it as 'on hold for some reason' when I filled smeags original work, dunno what zom intended for F2, we might want to sync that
 - 3) Kind of, if you like forests made from clothesdryers.
-

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Wed, 09 Oct 2013 09:43:38 GMT
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I actually have quite the concept for F2, unfortunately I have no tileset fitting for what I have in mind (the Fjord-idea and maybe some sort of port for Grumm)
So either smeag will return at some point and help me with the tilesets or I'll just have to learn it myself. (Regarding the Complexity of that, I'd prefer the first option lol)

Nevertheless, I still have enough other maps to focus on

-Zombie

Subject: Re: BigMaps Editing
Posted by [DepressivesBrot](#) on Wed, 09 Oct 2013 11:08:52 GMT
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That seems like about the same interpretation for red.

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Wed, 09 Oct 2013 11:11:52 GMT
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Okay definition for red is now, unfinished due to random problems

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Sun, 13 Oct 2013 12:47:52 GMT
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Hey folks,

time for a new WIP update and I am happy to tell you, that we're making progress.

Thanks to smeagol's Tileset editing crash course I am now able to also add new tilesets, which for example meant, I was able to resume work on the F2 Sector, which is now nearing completion.

In other news, I am very glad to announce, that there is a new addition to the "team". He will be taking over of some of the wilderness maps, so I am able to focus on other matters. This will speed up our progress significantly. Thank you Hitgena for your help at this point.

Unfortunately I don't have any Progress pictures for you right now, but there will be some pretty soon

stay tuned
-Zombie

Subject: Re: BigMaps Editing
Posted by [silversurfer](#) on Sun, 13 Oct 2013 13:10:30 GMT
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Oh, you found someone capable to help you. That's good.

Subject: Re: BigMaps Editing
Posted by [Alex_SPB](#) on Wed, 16 Oct 2013 18:03:46 GMT
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@Zombiehunter

Please, do not stop with your work Big maps JA2 is a totally new level for the game. Thank you for your contribution.

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Mon, 21 Oct 2013 23:37:08 GMT
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Time for another update

Thank you all for the encouragement, keeps me goin
Although you'll have to wait for another screenshot update, I assure you there has been a lot of progress lately. Why no screenshot then? One might ask, unfortunately my new(old) monitor isn't too happy with the resolution and let's me scroll the overview map, so in order to make nice WIP screenies I'll have to turn on the Copypasta machine and puzzle all the pieces together one at a time, it's a lot of work and usually by the end of the day when I am done mapping, I am way to lazy to do that. So my apologies, to keep you in suspense, but believe me, it'll be worth it

stay tuned
-Zombie

Subject: Re: BigMaps Editing
Posted by [Sam Hotte](#) on Tue, 22 Oct 2013 00:09:22 GMT
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We want you spending your efforts in mapping not gluing screenies together anyway ...

:thumbsup:

Subject: Re: BigMaps Editing
Posted by [DepressivesBrot](#) on Tue, 22 Oct 2013 10:24:12 GMT
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Exactly, gluing screens is what the Logistics & Support Department is for.

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Tue, 22 Oct 2013 15:19:57 GMT

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I'd rather have a wages department

Subject: Re: BigMaps Editing
Posted by [Uriens](#) on Tue, 22 Oct 2013 15:34:24 GMT

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You can have a cheerleader department:

:cheerleader: :cheerleader: :cheerleader: :cheerleader: :cheerleader: :cheerleader:
:cheerleader: :cheerleader:

Yeah, I know ... :facepalm:

:biglaugh:

Subject: Re: BigMaps Editing
Posted by [Sam Hotte](#) on Tue, 22 Oct 2013 15:53:26 GMT

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DepressivesBrotLogistics & Support Department
Yeah, LSD for the mapper(s) ...

Subject: Re: BigMaps Editing
Posted by [DepressivesBrot](#) on Tue, 22 Oct 2013 15:57:29 GMT

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You should get a medal for spotting the very well hidden joke there.

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Wed, 23 Oct 2013 23:38:46 GMT

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Hey guys,

I thought myself, I tortured you enough with imageless updates, so here is a little update with a little pic

[color:#CC0000]DISCLAIMER: This picture is still purely WIP and does not reflect how the map will look in actual gameplay.[/color]

That said, here you go

The Original Map Design was made by hitgena (Thank you again) and was supposed to have a hotel in it. After a little reconsideration, it was decided that I'll turn it into a small Arulcean Navy Base. Navy Base one might ask? Yes, Navy Base

Stay tuned for future updates
-Zombie

Subject: Re: BigMaps Editing
Posted by [Off_Topic](#) on Wed, 23 Oct 2013 23:47:34 GMT
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That looks cool Zombie, perfect for a team with Scuba gear.

Subject: Re: BigMaps Editing
Posted by [Slax](#) on Thu, 24 Oct 2013 04:17:27 GMT
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Ah, man. If only boats were a thing.
Gone snipin'...

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Thu, 24 Oct 2013 06:05:38 GMT
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SlaxAh, man. If only boats were a thing.
Gone snipin'...

'Nuff said

-Zombie

Subject: Re: BigMaps Editing
Posted by [winehouse](#) on Thu, 24 Oct 2013 19:47:08 GMT
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How about making it a converted fish hatchery? Arulco has cut ties with the surrounding world and does not really keep a NAVY.

Also, what happens when it floods? We need flood walls and sand bags.

Subject: Re: BigMaps Editing
Posted by [DepressivesBrot](#) on Thu, 24 Oct 2013 19:57:56 GMT
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Not a blue-water navy, but you need to keep smugglers out and your dissatisfied population in. For that, a country whose border is 50% coast needs a naval force of some kind or at least a somewhat militarized coast guard.

Subject: Re: BigMaps Editing
Posted by [pheloncab](#) on Thu, 24 Oct 2013 20:09:46 GMT
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I can see the queen having Nationalized fishing, and touring boats for the army, and then they add a couple MG mounts some sheet metal for armor on a few spots and one Arulco Coast Guard is created.

Subject: Re: BigMaps Editing
Posted by [smeagol](#) on Thu, 24 Oct 2013 20:15:33 GMT
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Or they might have bought small boats from a certain other country's Vietnam war arsenal.

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Thu, 24 Oct 2013 21:37:13 GMT
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winehouseHow about making it a converted fish hatchery? Arulco has cut ties with the surrounding world and does not really keep a NAVY.

First of all, I wanna say, I am always happy to get feedback from the community, seriously.

But we actually think the stuff we are going to implement through and, I don't wanna go to much into detail, but you'll be surprised about the changes we're going to make to this mod. There will be a lot of stuff you haven't seen in JA2 before.

winehouseAlso, what happens when it floods? We need flood walls and sand bags.

I wont acknowledge this expression with an answer.

smeago!Or they might have bought small boats from a certain other country's Vietnam war arsenal.

That could be possible, I don't know though.

-Zombie

Subject: Re: BigMaps Editing
Posted by [Maalstroom](#) on Fri, 25 Oct 2013 23:03:34 GMT
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any release soon?

Subject: Re: BigMaps Editing
Posted by [DepressivesBrot](#) on Fri, 25 Oct 2013 23:06:16 GMT
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Soon.

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Sat, 26 Oct 2013 23:25:52 GMT
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DepressivesBrotSoon.

I lol'd so hard about that ROFL

Maalstroomany release soon?

But seriously though, release date will be: When it's finished.
I am still mostly working on F-Row, Map goes to P-Row, so it'll still be quite a while until we can think about a serious release date.

But perhaps there will be some kind of WIP release, like the XMAS release from last year, that is a big PERHAPS though. I am not and I can't stress that enough, repeat NOT promising anything here, nor will I announce any fix date for such a new WIP release. This matter is not entirely up to me, I hope you'll understand.

Anyways, also got a new Teaser pic, this time it's a WIP picture of Sector F3.

[color:#FF0000]DISCLAIMER: This screenshot is still totally WIP and may differ from actual

Gameplay. Also, disregard any Cursors, Bloodcat Markers or Enemy Markers, present on the map.[/color]

As you might notice, there are some black spots on this map, that is no graphical glitch and should not affect future gameplay. It's just how Cliffs look sometimes in the tactical overview map.

This map is the beginning of the little sub-terrain-zone I decided to bring into the game and will be Fjord-ish. I got the idea from DepressivesBrot and I must say, it'll look nice.

That's all for now
Stay tuned
-Zombie

Subject: Re: BigMaps Editing
Posted by [Maalstroom](#) on Sun, 27 Oct 2013 05:52:18 GMT
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DepressivesBrotSoon.

now that's a very good one! ROFL

Subject: Re: BigMaps Editing
Posted by [mmm](#) on Mon, 28 Oct 2013 13:53:03 GMT
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Ah, the recent sectors actually look like a slight improvement over the earlier sectors in terms of the amount of... grass. I think I'll at least have some chance of seeing enemies coming before their company strong group swarms my mercs, if I position myself strategically... I'm now actually going to fleeing around the country just to find a good enough sector to fight enemies, simply because most sectors aren't. Also that will probably force me to use mobile militia bodyguards extensively(starting from Omerta) to just cover my sides and rear, and to have a chance of surviving the more ugly fights. Hard to imagine that the tactical map alteration will have impact on my strategic gameplay. Funny that my small elements of guerrilla-commando will find it more advantageous to fight in open terrain.

"Just don't tell me the better news is that when they are finished, the sectors will be fully occupied by grasses."

Seriously though, I think it's worth a while to consider keeping some sectors relatively grass free(besides urban sector, maybe deserts?) just to keep the map believable and add a little variety. Also... Help with my conquest of Arulco.

A quick question, I'm not into the technical details but I read that the tile sets are totally swapped

out for new ones. So, how well will the new maps support barricade constructions?

Subject: Re: BigMaps Editing

Posted by [DepressivesBrot](#) on Mon, 28 Oct 2013 13:59:48 GMT

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Grass shouldn't be as bad as the classic WF kevlar grass anymore, the JSDs of which were seriously messed up.

As for barricades: Will be supported by every single map.

Subject: Re: BigMaps Editing

Posted by [smeagol](#) on Mon, 28 Oct 2013 14:30:14 GMT

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mmmA quick question, I'm not into the technical details but I read that the tile sets are totally swapped out for new ones. So, how well will the new maps support barricade constructions?

Fortifications are fully supported in every map.

Subject: Re: BigMaps Editing

Posted by [Zombiehunter](#) on Mon, 28 Oct 2013 18:15:14 GMT

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mmmAh, the recent sectors actually look like a slight improvement over the earlier sectors in terms of the amount of... grass. I think I'll at least have some chance of seeing enemies coming before their company strong group swarms my mercs, if I position myself strategically... I'm now actually going to fleeing around the country just to find a good enough sector to fight enemies, simply because most sectors aren't. Also that will probably force me to use mobile militia bodyguards extensively(starting from Omerta) to just cover my sides and rear, and to have a chance of surviving the more ugly fights. Hard to imagine that the tactical map alteration will have impact on my strategic gameplay. Funny that my small elements of guerrilla-commando will find it more advantageous to fight in open terrain.

"Just don't tell me the better news is that when they are finished, the sectors will be fully occupied by grasses."

Seriously though, I think it's worth a while to consider keeping some sectors relatively grass free(besides urban sector, maybe deserts?) just to keep the map believable and add a little variety. Also... Help with my conquest of Arulco.

Well besides from grass being an asthetical choice, The countryside is getting a lot of grass and bushes and other weeds, because there is a simple and logical explanation, nobody is going to mow the meadows in the middle of nowhere

Of course I won't put large amounts of grass in the desert, that would be utterly stupid and also City Sectors (depending on the city though) won't get loads of grass, but the countryside will get a lot of grass, because of the reasons I stated earlier.
Hope you'll like it anyways

-Zombie

Subject: Re: BigMaps Editing
Posted by [mmm](#) on Thu, 31 Oct 2013 15:53:20 GMT
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I understand your decision, and from the preview screenshot, I certainly see you people made effort to not kill off any particular playstyle entirely, in my case sniping from distance. For the greenish sectors, I think sometimes it is an option to use the green floor instead of some solid foliage, if you don't want it to be too obscuring that is. That could mean the southern coastline or southeastern sectors, depending on how you want to interpret the strategic map.

Good to hear that the fortification is fully supported.

As this is the only big map I could find, I'll definitely try it out when it's finished. That is... Before you make it ANIMAS item only...

Subject: Re: BigMaps Editing
Posted by [DepressivesBrot](#) on Thu, 31 Oct 2013 17:08:55 GMT
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Be open minded, our items are cool too

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Thu, 31 Oct 2013 17:14:27 GMT
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If by greenish sectors, you mean woods and jungles, there will be a lot of scrub there, as like the rest of Arulco, the woods and jungles are not neatly cultivated or been taken care of, by anyone. So if you think about Arulcean woods and jungles, primeval forests should be your mindset.

mmmAs this is the only big map I could find, I'll definitely try it out when it's finished. That is... Before you make it ANIMAS item only...

I am not quite sure if I understood your post right, but BigMaps and AIMNAS are sort of the same thing, you won't be able to get the one without the other, at least not in this particular case. All the Maps I am currently making are for the AIMNAS BigMaps project and actually won't be easily interchangeable with the Vanilla JA2 version or other mods. (And to be honest, I am not

sure how I'd feel if somebody just took all the Maps I've made and just put them into another Mod.)

-Zombie

Subject: Re: BigMaps Editing

Posted by [mmm](#) on Fri, 01 Nov 2013 00:04:32 GMT

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Well I just interpreted the shade of lighter green along the southern coastline is something less than full jungle or swamp, and I thought shorter, not so obscuring grass isn't that uncommon in Europe(you have better idea than I do). Of course, it's totally up to you to decide how you want the map to look like.

I do intend to use the map with other item mod(loV). I asked about the compatibility in an earlier post, and from what I understand, an item free version will be released. Well, that will be good enough for me, since weapon caches never meant much to me in 1.13, and the absence of a few quest items or a few fixed enemies holding items make no sense or no item at all are manageable issues. I feel sorry if my intention to use it with mods other than ANIMAS make you feel bad. But I should say that I appreciate the work you have done, despite the fact that I find only a component useful to me personally.

And you never know, maybe the Chinese JA2 community will find the bigmap of particular interest to them, despite their unwillingness to give up loV items. And unlike me, they seem to enjoy grass.

Subject: Re: BigMaps Editing

Posted by [smeagol](#) on Fri, 01 Nov 2013 06:10:13 GMT

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Then be prepared to get weird starting equipment for your mercs. loV and AIMNAS use incompatible item IDs in the xml index. What is an Colt Commando in AIMNAS could easily be a steel helmet in loV and vice versa.

Just sayin'.

Subject: Re: BigMaps Editing

Posted by [mmm](#) on Fri, 01 Nov 2013 16:02:30 GMT

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For the particular matter of starting gear, I'm not so concerned, loV has it's own xml for that, and the xml index is compatible with stock 1.13 item at least(so the ARMAP is a popular choice among Chinese players). Although I do expect the NPCs or fixed enemy to hold wrong items. But for the majority of my gameplay it's about randomly generated enemy. You could tell how much I

appreciate your work on bigmap just by my willingness to accept the "minor" issues. The bigmap could make a difference to more than just ANIMAS item users, as I said before.

Subject: Re: BigMaps Editing
Posted by [Maalstroom](#) on Sat, 09 Nov 2013 18:40:49 GMT
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where can we download some bigmaps? just for testing purposes

Subject: Re: BigMaps Editing
Posted by [DepressivesBrot](#) on Sat, 09 Nov 2013 18:55:29 GMT
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Check last year's XMAS release, otherwise refer to page one.

Subject: Re: BigMaps Editing
Posted by [niculinux](#) on Sat, 09 Nov 2013 20:24:01 GMT
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UriensYou can have a cheerleader department:

:cheerleader: :cheerleader: :cheerleader: :cheerleader: :cheerleader: :cheerleader:
:cheerleader: :cheerleader:

Yeah, I know ... :facepalm:

:biglaugh:

Up with Smeagol!!! up with ZombieHunter!!! Up with ANIMAS!!!!

:super: :super: :super:

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Sun, 10 Nov 2013 21:41:38 GMT
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niculinuxUriensYou can have a cheerleader department:

:cheerleader: :cheerleader: :cheerleader: :cheerleader: :cheerleader: :cheerleader:
:cheerleader: :cheerleader:

Yeah, I know ... :facepalm:

:biglaugh:

Up with Smeagol!!! up with ZombieHunter!!! Up with ANIMAS!!!!

:super: :super: :super:

Thank you, thank you.

I hope those cheerleaders are dirty minded hehehuehuehue

Anyways, here, have another update.

Today I am showing you a small Airfield in the middle of nowhere, I recently finished. Enjoy.

Stay tuned

-Zombie

Subject: Re: BigMaps Editing

Posted by [Gambigobilla](#) on Sun, 10 Nov 2013 22:48:28 GMT

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Yay. This is great. I presume this will be an alternative BR drop-off point.

If you accept requests could you please make a sector with less vegetation so we could get a decent sniper vs sniper combat. All these trees and rocks block most of the bullets especially when snipers are hitting the dirt.

P.S: What are those green things at the top-right corner? Tiberium?

Subject: Re: BigMaps Editing

Posted by [pheloncab](#) on Sun, 10 Nov 2013 23:06:02 GMT

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Looks like mixed low desert scrub to me with a corner of cacti. kinda reminds me of spots outside Tucson, AZ or Mojave, CA.

Subject: Re: BigMaps Editing

Posted by [Zombiehunter](#) on Sun, 10 Nov 2013 23:10:09 GMT

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GambigobillaYay. This is great. I presume this will be an alternative BR drop-off point.

It might be, It might be not

GambigobillaIf you accept requests could you please make a sector with less vegetation so we could get a decent sniper vs sniper combat. All these trees and rocks block most of the bullets especially when snipers are hitting the dirt.

This get's asked quite often lately, unfortunately there are various considerations to deny that particular request again. On account of personal laziness I will refrain from writing those considerations and just quote myself:

Zombiehunter Well besides from grass being an asthetical choice, The countryside is getting a lot of grass and bushes and other weeds, because there is a simple and logical explanation, nobody is going to mow the meadows in the middle of nowhere

Of course I wont put large amounts of grass in the desert, that would be utterly stupid and also City Sectors (depending on the city though) wont get loads of grass, but the countryside will get a lot of grass, because of the reasons I stated earlier.

Hope you'll like it anyways

-Zombie

Without any disrespect I am also stating, like in a Real World countryside, in Arulco you will also have to make due with the countryside you'll get. There will still be plenty of ways to put your Snipers to good use though

Oh and not to forget, this is a screenshot made from the Tactical Overview map, so the "Grass infestation" actually looks worse than it really is

GambigobillaP.S: What are those green things at the top-right corner? Tiberium?

Oh yes indeed, Kane will make an appearance leading a third party against Deidranna and your Forces respectively No just kidding, the Sector North to this one, has some Jungle Flora and on account of continuity I've placed some Jungle plants there

-Zombie

Subject: Re: BigMaps Editing

Posted by [Flugente](#) on Sun, 10 Nov 2013 23:10:42 GMT

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Yup. Looks very good. How 'derelict' does it look close up? Will there be broken planes/helicopters in that shed?

The 'plants are bad because they block bullets' is a very very annoying issue, even though we don't have the kevlar-grass we used to... This gets worse with non-standard projectile animations.

I found my heavy bolter's fire constantly deflected by grass. Hmpf. Not as much as mapping issue as odd jsd/penetration values I guess.

GambigobillaP.S: What are those green things at the top-right corner? Tiberium? *faints*

Subject: Re: BigMaps Editing

Posted by [Zombiehunter](#) on Sun, 10 Nov 2013 23:14:14 GMT

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FlugenteYup. Looks very good. How 'derelict' does it look close up? Will there be broken planes/helicopters in that shed?

Actually this Small Airfield is not quite derelict, it is actually in working condition and is used quite frequently *cough* Drug Cartel *cough*

-Zombie

Subject: Re: BigMaps Editing

Posted by [Slax](#) on Sun, 10 Nov 2013 23:24:29 GMT

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All these open maps. Mmm, I'm gonna have to bring some sniper diapers.

Subject: Re: BigMaps Editing

Posted by [Zombiehunter](#) on Mon, 11 Nov 2013 19:29:04 GMT

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SlaxAll these open maps. Mmm, I'm gonna have to bring some sniper diapers.

Sniper diapers, that should be a thing

Subject: Re: BigMaps Editing

Posted by [Zombiehunter](#) on Fri, 15 Nov 2013 12:08:59 GMT

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Hi guys,

as you might or might have not noticed, the last few days have been rather busy and exciting. Smeagol has announced a planned XMAS Release for this year and this is really something to be excited about, one step closer to the final release

Anyways, of course now I am a little bit pressured, to get those Maps, which are planned to be

included in this years XMAS Release, finished and I am not planning on letting you guys down, I tell you what.

To make your mouths watery, I have brought you a new Map Screenshot, of the Mountaineous Sector E5.

This is no WIP screenshot, this is how the Map will look later in your game.

Now I am particularly proud of this Map and there are some good reasons for it.

As you can see, this is a Mountain Sector and as some of you might know, placing Cliffs in JA2 is a b*tch. Considering this is a mere Wilderness Map, it took me quite a while to actually edit it.

I had to reload the whole Map, more often, than I like to admit. But in the end, it happened and I made you guys this highly detailed Mountainmap.

So of course, the most interesting stuff will go down in the cities and other HVT's but don't discard the Wilderness entirely, you might be surprised what you'll find

BigMaps WIP Spreadsheet

Stay tuned

-Zombie

Subject: Re: BigMaps Editing

Posted by [Dyson](#) on Sun, 17 Nov 2013 23:29:45 GMT

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Very nice!

Subject: Re: BigMaps Editing

Posted by [cowhide](#) on Mon, 18 Nov 2013 23:03:10 GMT

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Looks great man!!

Subject: Re: BigMaps Editing

Posted by [Kriplo](#) on Mon, 18 Nov 2013 23:57:35 GMT

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Great job Zombiehunter :thumbsup:

Hmmm, those black edges in overhead map became to pisses me off :blackcat:

could you send me this map to fix that or if you know similar map in existing public AIMNAS maps ?

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Tue, 19 Nov 2013 17:26:04 GMT
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Well this is something that just happens, if you have southbound Cliffs, nothing to be alarmed, it only looks like this in tactical Overview Maps, in the normal Tactical Map, it'll look quite normal.

Subject: Re: BigMaps Editing
Posted by [lockie](#) on Tue, 19 Nov 2013 20:02:45 GMT
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are the cliffs 'little islands' , allowing movement around them then ?
Looks good as a plains type map . :ok:

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Tue, 19 Nov 2013 21:52:44 GMT
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Well kinda yeah, think of them as obstacles, kinda like unclimbable roofs or so. To be honest, they don't have much of a purpose other than Eyecandy and to funnel movements. Oh and of course they serve for some tactical considerations, if you got 6 mercs and your up against 64 Enemies, where would you rather fight them: In the open, where you could be surrounded or in a small Ravine, where you could pick them off one by one.
DiliosAnd from there, we will funnel them into the mountain pass we call the Hot Gates. Now, in that narrow corridor, their numbers will count for nothing.
Leonidas Spartans! Ready your breakfast and eat hearty... For tonight, we dine in hell!

-Zombie

Subject: Re: BigMaps Editing
Posted by [pheloncab](#) on Wed, 20 Nov 2013 00:20:30 GMT
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Sandbags and minefields... hmmmm

Subject: Re: BigMaps Editing
Posted by [Sam Hotte](#) on Wed, 20 Nov 2013 13:18:08 GMT
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pheloncabSandbags and minefields... hmmmm
A sound recipe for 'Hot Gates' - but THEY will dine in hell ... :maskedsniper: :bomb: :rifle:
:devilaugh:

Subject: Re: BigMaps Editing
Posted by [mmm](#) on Fri, 22 Nov 2013 09:16:52 GMT
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Once teleported my mercs onto the cliffs, and the combat, to my surprise, actually works fine. The line-of-sight calculation wasn't too counter-intuitive from my observation. It could really add a new aspect to the combat, only if someone make the cliffs navigable by normal means.

IIRC, someone actually did rock climbing animation, or not?

Subject: Re: BigMaps Editing
Posted by [Dyson](#) on Sat, 23 Nov 2013 18:12:18 GMT
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Wasn't rock climbing a part of FFF?

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Sun, 24 Nov 2013 15:40:34 GMT
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DysonWasn't rock climbing a part of FFF?

To be perfectly honest, I dont know about that, haven't played that particular mod and I can't tell you if it is planned to add rock-climbing to AIMNAS, because I haven't heard about any plans to do so.

-Zombie

Subject: Re: BigMaps Editing
Posted by [Dyson](#) on Sun, 24 Nov 2013 16:55:16 GMT
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Scroll down the posting to "Accessible Cliffs"
<http://www.ja-galaxy-forum.com/board/ubbthreads.php/topics/328467/1.html#Post260388>

"Its more a bug than a feature"

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Sun, 24 Nov 2013 17:08:58 GMT
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DysonScroll down the posting to "Accessible Cliffs"

<http://www.ja-galaxy-forum.com/board/ubbthreads.php/topics/328467/1.html#Post260388>

"Its more a bug than a feature"

I see, I see. But even if this would be a thing in some future AIMNAS release, I am probably the wrong guy to talk about this stuff to, because all I do is making maps and perhaps adding some ideas to the vast idea pool of AIMNAS. Coding and Feature implementation is not something I am even remotely familiar with.

-Zombie

Subject: Re: BigMaps Editing
Posted by [Maalstroom](#) on Fri, 29 Nov 2013 02:44:50 GMT
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Is there any hope for a christmas release this year? Please?

Subject: Re: BigMaps Editing
Posted by [DepressivesBrot](#) on Fri, 29 Nov 2013 08:11:43 GMT
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Is there any hope you'll look for stuff rather than having everything presented on a silver platter?

Subject: Re: BigMaps Editing
Posted by [Maalstroom](#) on Mon, 02 Dec 2013 12:14:43 GMT
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Definitely there is hope, but you have to recognize - everything ja2 has to offer should be presented only on a golden platter.

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Mon, 02 Dec 2013 14:43:20 GMT
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Well the point is, the only thing you would have needed to do, would have been to scroll up to my last WIP Screenshot Update. There I precisely reposted smeagol's announcement, from earlier in November, regarding a planned AIMNAS XMAS release. So basically, yeah a XMAS release is planned and will probably released, unless something unforeseen happens.

-Zombie

Subject: Re: BigMaps Editing
Posted by [Slax](#) on Mon, 02 Dec 2013 18:06:33 GMT
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Zombiehunter...unless something unforeseen happens
Jinx! JINX! :blackcat: :flap:

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Thu, 12 Dec 2013 18:28:50 GMT
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Hi guys,

it's me again

No WIP Screenie today, but I am proudly able to announce, that we're about to reach our goals for the upcoming XMAS release.

stay tuned

-Zombie

Subject: Re: BigMaps Editing
Posted by [Gambigobilla](#) on Thu, 12 Dec 2013 21:28:45 GMT
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That's great news indeed. Thanks for the hard work. :super:

Subject: Re: BigMaps Editing
Posted by [Dyson](#) on Thu, 12 Dec 2013 21:43:51 GMT
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Very good. Respect to you!

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Fri, 20 Dec 2013 14:30:49 GMT
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The goal has been reached, the maps have been finished.

DysonVery good. Respect to you!

The respect goes not alone to me, we wouldn't have reached the goal, if smeagol hadn't made some of the maps himself.

Anyways, I hope you'll enjoy our work. I for myself, will now back off from the Mapwork for a little while (not forever, I promise you)
After all, as some of you might already know, I will be quite unavailable for some time during early next year, because of some personal RL changes.

I wish all of you a Merry Christmas, a Happy Hannukah, a Happy Kwanzaa and a Happy New Year.

Stay tuned

-Zombie

Subject: Re: BigMaps Editing
Posted by [cowhide](#) on Fri, 20 Dec 2013 19:41:43 GMT
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:cheerleader: The Gods will be grateful. Great job!!

Subject: Re: BigMaps Editing
Posted by [smeagol](#) on Sat, 21 Dec 2013 13:50:35 GMT
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Just to make sure you don't get the wrong impression. Not all maps have been finished yet. But we actually managed to finish rows A, B, C, D and E. This means that atm around 80 big maps are actually playable in AIMNAS.

I'll update the world map within next couple of days for a sneak peek, the actual release will most likely be on 24th (at least I hope so).

There will probably be still a few bugs here and there, but as always with my releases, it's still work in progress and I actually have not as much time at my disposal anymore than a year ago (ya know, real life and all that fuzz keepin' me busy...).

But, XMAS Release is coming, with more stuff than ever before, more maps, a few new tileset objects, full support for DG mercs and even NCTH support (yes, with a lot of tweaks for bigmaps it finally is playable, not done yet, but playable and guess what... it's actually fun!).

Subject: Re: BigMaps Editing
Posted by [lockie](#) on Sat, 21 Dec 2013 15:42:27 GMT

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Hail to the Great God Smeagol , provider of fun things to play with ! :goodnews:

I'm just glad you still have some time (along with your helper elves) to keep going .

Thanks .

Subject: Re: BigMaps Editing
Posted by [Nyrm](#) on Sat, 21 Dec 2013 18:40:36 GMT

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These maps look really great, but I have one concern - will be small merc teams(2-4) still viable on maps this big? I do like a good tactical fight, but spending six hours finishing it isn

Subject: Re: BigMaps Editing
Posted by [smeagol](#) on Sat, 21 Dec 2013 19:52:58 GMT

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There are some maps that finish very fast, but also some that definitely will take some time to finish. Small teams are probably only viable on easy difficulty settings, though (or during night missions).

Currently upping the world map, but due to very slow i-net connection this might take some time.

Subject: Re: BigMaps Editing
Posted by [lockie](#) on Sun, 22 Dec 2013 11:03:14 GMT

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@ Smeagol Out of interest , have you looked at mountain/snow maps tiles ? Is there a reason why there are none in JA2?

Subject: Re: BigMaps Editing
Posted by [smeagol](#) on Sun, 22 Dec 2013 15:07:27 GMT

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lockie@ Smeagol Out of interest , have you looked at mountain/snow maps tiles ? Is there a reason why there are none in JA2?

Basically because Arulco is supposed to be somewhere in Central/South America, I didn't see a reason yet to add snowtiles. Maybe in the central mountain regions (around F4 - F6 and G4 to G6) I might add one or two snowy sectors.

Also, here's the world map of bigmaps rows A-E.

Subject: Re: BigMaps Editing
Posted by [lockie](#) on Sun, 22 Dec 2013 17:15:20 GMT
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Well , for gameplaying sake and for a wee change of scenery , might be worth it if you feel up to it ?
Cheers .

BTW , the world map looks stupendous ! Well done .

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Sun, 22 Dec 2013 20:56:31 GMT
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lockiel'm just glad you still have some time (along with your helper elves) to keep going .

Helper Elves, lol I'll remember that for when I might get a title sometimes

-Zombie

Subject: Re: BigMaps Editing
Posted by [lockie](#) on Mon, 23 Dec 2013 00:01:51 GMT
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Oh Shanga won't forget the titles ... 'helper elf in charge'

Subject: Re: BigMaps Editing
Posted by [Maalstroom](#) on Mon, 23 Dec 2013 15:05:31 GMT
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Can't wait to invade this beautiful country! Smeagol, Zombiehunter you're amazing guys!

Subject: Re: BigMaps Editing
Posted by [mmm](#) on Wed, 08 Jan 2014 06:05:36 GMT

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You sure about the geographical location of Arulco? I thought it could be anywhere in Eurasia. Surely Hamous didn't take a ferry. That's all speculation of course.

But one thing for sure is that snow terrain will give me a reason to wear snow camo.

Subject: Re: BigMaps Editing

Posted by [Zombiehunter](#) on Wed, 08 Jan 2014 18:07:48 GMT

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mmm You sure about the geographical location of Arulco? I thought it could be anywhere in Eurasia. Surely Hamous didn't take a ferry. That's all speculation of course.

But one thing for sure is that snow terrain will give me a reason to wear snow camo.

Well canon has it, that Arulco is some backwards Third World Cesspool on some island in Central America/perhaps the Carribean Sea, how Hamous came to Arulco? Nobody knows, nobody cares, for all we know he could have stolen the Ice Cream Truck in one of the Neighbour Countries or even Arulco itself.

As for snow, we have to see if we can make it fit into the maps, after all imho snow sectors would probably be rather rural and henceforth, there won't be too much focus on them. So imho I am not sure if this would actually justify snow camo uniforms, camo-sets and so on and by that extension I am not sure if this would justify the hassle to make snow sectors in the first place

Just my 2 cents

-Zombie

Subject: Re: BigMaps Editing

Posted by [mmm](#) on Mon, 17 Mar 2014 18:52:17 GMT

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He was last seen heading Istanbul in the ice cream truck, according to the AIM Alumni. Of course Arulco is totally fictitious, but if I were to pin it somewhere on the world map. Well... This is so far the only explicit reference to it's geographic location I could find.

Don't get me wrong, I'll be happy with whatever map you have to offer, snow sector or not, it wasn't really a big deal. Just wondering how you get the idea that Arulco is in Central America? Since you were referring to the ice cream truck, you must have looked into the Alumni, didn't you? Did the German(that is, you German...) do something to the back story or what?

Edit: BTW, how much does the big map affect the game performance, especially saving/loading time?

Subject: Re: BigMaps Editing
Posted by [smeagol](#) on Tue, 18 Mar 2014 06:45:53 GMT
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mmm

Edit: BTW, how much does the big map affect the game performance, especially saving/loading time?

Performance isn't affected at all. Only times bigmaps are working slow is when a lot of light sources are on during night time with walking mercs who have their own light radius active (with "g" key) and when a lot of enemies are around. But Those problems probably also occur on regular maps to some extend.

Subject: Re: BigMaps Editing
Posted by [mmm](#) on Wed, 19 Mar 2014 02:33:38 GMT
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You mean saving/loading time will be largely similar to smaller maps? I'd be really surprised, consider there are 4 times the tiles. But that will be a really good news to me if it is true.

Subject: Re: BigMaps Editing
Posted by [Azure_Repeater](#) on Sun, 13 Apr 2014 00:53:58 GMT
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Keep up the good work, guys! I love these bigmaps! :super:

Subject: Re: BigMaps Editing
Posted by [veedotja2](#) on Fri, 25 Apr 2014 14:00:39 GMT
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Been a few months.

Enjoying AIMNAS.

Certainly would like to finish a whole game using this mod one day but meanwhile I'm having fun doing set piece battles using map editor. It really isn't easy at all to create.

I made a huge pistol-only battle with everyone playing hide and seek and kill. Sniper battles are fun, too.

I know that the Kickstarter JA is looming. I hope AIMNAS is not ever abandoned as a result of JA:F on the table.

Looking forward to beating the queen in AIMNAS!

Subject: Re: BigMaps Editing
Posted by [Dr.Doof](#) on Fri, 02 May 2014 20:35:20 GMT
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Is there a way how to place my mercs where i want or can i only use "spread" to get them somewhere in the sector? its due the small size of the sektor map right?

Subject: Re: BigMaps Editing
Posted by [Azure_Repeater](#) on Fri, 02 May 2014 23:29:27 GMT
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You may place them wherever you want. Just scroll through the map using arrow keys to the direction you entered from.

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Sat, 26 Jul 2014 15:18:21 GMT
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Hi folks, just dropping by to let you know, yours truly is still alive and I plan on resuming work on BigMaps in the near future.

Stay tuned for some new screenshots

Subject: Re: BigMaps Editing
Posted by [BulletSix](#) on Tue, 04 Nov 2014 06:33:30 GMT
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cool

thank you for ... working on this/staying with it/returning to it ... please use what is fitting

Subject: Re: BigMaps Editing
Posted by [Kirill_OverK](#) on Wed, 05 Nov 2014 23:33:23 GMT
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it's possible paste sandbag on the roof in all tiles-sets where is free place ?

for paste sandbag on roof on any map ...

thanks.

Subject: Re: BigMaps Editing
Posted by [storytime](#) on Tue, 16 Dec 2014 23:46:05 GMT
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ZombiehunterAnd about generated maps, if you mean what I think you mean, there is no Mapgenerator for Jagged Alliance afaik. All the maps you enjoy today and in the future are made by someone.

I was talking about making a generator for sector maps or whole Arulco which would then be sliced into the 16x16 grid. There are various ways to make maps. Examples:

1. Parse pixel data. Then you can use filters, lines and shapes in any paint program.
2. Parse object data. You draw on a "vector layer". Place lines, rectangles or circles for roads, towns, forests and such.
3. Randomize all.

I've tried making maps for games before and never finished any because it took too long tediously placing one item at a time. The actually scary part is translation to JA2 format. An enum of the JA2 palette and a JA2 map file writer is needed. I can't be bothered with the latter, but other than that no problem. ROFL

Subject: Re: BigMaps Editing
Posted by [DepressivesBrot](#) on Wed, 17 Dec 2014 00:01:54 GMT
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Muhahahah, that comment is priceless. "It's no problem to do this thing that's conceptually simple but quite tricky to pull off right, I just can't be bothered" ROFL ROFL ROFL

Subject: Re: BigMaps Editing
Posted by [smeagol](#) on Wed, 17 Dec 2014 06:31:57 GMT
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Not sure if trolling or just plain stupid. o_O

Just... no.... I won't even comment any further on that...

Subject: Re: BigMaps Editing
Posted by [Flugente](#) on Wed, 17 Dec 2014 11:11:42 GMT

Story TimeZombiehunterAnd about generated maps, if you mean what I think you mean, there is no Mapgenerator for Jagged Alliance afaik. All the maps you enjoy today and in the future are made by someone.

I was talking about making a generator for sector maps or whole Arulco which would then be sliced into the 16x16 grid. There are various ways to make maps. Examples:

1. Parse pixel data. Then you can use filters, lines and shapes in any paint program.
2. Parse object data. You draw on a "vector layer". Place lines, rectangles or circles for roads, towns, forests and such.
3. Randomize all.

I've tried making maps for games before and never finished any because it took too long tediously placing one item at a time. The actually scary part is translation to JA2 format. An enum of the JA2 palette and a JA2 map file writer is needed. I can't be bothered with the latter, but other than that no problem. ROFL :wb: :silly: :headbanger:

Subject: Re: BigMaps Editing
Posted by [ShadowStrike](#) on Fri, 03 Jul 2015 00:49:16 GMT
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Hi, I just discovered AIMNAS/Bigmaps and I'd like to try to help create some sectors. I have a lot of spare time until uni starts in September, so I'd be happy to help get this mod finished.

I have some experience with the editor but I have a few questions before I get started:

1) Is Zombiehunter still working on maps or did he take a break? If he's away, who is in charge of making the map? Just asking because this thread is old.

2) Beside cities and the sectors that have already been made, are there other sectors I should not do? I'm not very familiar with the southern part of the map so I don't know if there are any special sectors that I should avoid doing. Are there perhaps any special non-city sectors with scripts that you would rather leave for an experienced modder to do (e.g. the sector in the south where you get the hummer in Vanilla 1.13)?

3) Is there anything I need to know when making a sector? Here is what I planned to do, please tell me if any of this is wrong:

- I have a Fresh JA2 Install, the latest 1.13 unstable SCI (#7890), latest AIMNAS (the one that was updated on June 30 this year by Smeagol).
- When I open the Editor it loads BigMaps sectors by default, so I guess it is configured right.
- Step 1: check the box 'Enlarge Map on Loading' and set the Rows to 360 (I can't set the Cols but they default to 360 so it's OK).
- Step 2: Load a vanilla sector under the category "SLF Libs" (I'm not sure if this is correct but it's the only category that has all the sectors).

- Step 3: The sector has loaded and has been enlarged (there's lots of 'empty' space on every side)
- Step 4: Start working. Add buildings/debris/terrain in there that fits with the sector and make the place look nice. Personally I would prefer not to modify the original part of the map too much, rather I would build around it (I'm afraid I could accidentally remove/break something important).
- Step 5: The sectors I modify will be saved in Play Sectors in the folder 'profiles', so I'll upload these files for you guys when I'm finished.

4) Do I have to add enemies or NPCs in the sectors, or will you guys do this yourself? I feel comfortable modifying the terrain, but I have no experience about adding enemies (e.g. how many should I add, how strong should I make them, what other stats should I configure, etc.)

5) Do I need any coding experience, or do I have to modify xml files at all, to make sectors for Bigmaps? When it comes to the editor I know how to modify the xml files to add vehicles in a sector, but that's all. Learning to use xml files is not hard, I just don't have a lot of experience with map editing so any further xml editing will have to be explained to me.

6) Should I make the borders (edges) of my sector fit with the borders of neighboring sectors, or will you guys retouch the borders yourselves?

OK, I think I will try to modify a sector now, I'll upload it when I'm done, that way you guys can see what I can do and you can tell me if there is more things I need to add.

By the way, can someone recommend a free file upload service so that I can show you my work?

Thanks!

Edit:

I just made sector J4 in bigmaps format, I'm currently looking for a way to show you guys my work before I do more.

I only did the landscaping part (ground, trees, bushes, etc...), I did not add enemies. Once I manage to upload it (or at least post a screenshot), hopefully someone in charge of the project can tell me what else I need to do for my map to be eligible for the Bigmaps project. I'll have some extra questions, but first I want to upload my work somehow.

Subject: Re: BigMaps Editing

Posted by [ShadowStrike](#) on Fri, 03 Jul 2015 07:02:31 GMT

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Starting a new post for clarity.

So here's a screenshot of my work on sector J4:

[b]

Edit: Ugh, I can't post links until I have posted 10 messages - Seriously?!

So in the meantime, just remove the space in the following URL to see the screenshot:

I know it's a bit small but hopefully you can make out enough things. I'm still looking for a way to share the file (J4.dat) in case anyone wants to take a look at it in the editor.

- The center of the sector is the original vanilla J4. I only increased the size to 360, and then I added stuff around the original sector. If you cannot tell the original sector apart from the rest, then I've done my job pretty well.

- You may notice a light green border all around the map. This seems to be an editor feature and I cannot change it. I think it is not visible in the game because the camera does not move that far.

- I used the same tileset as the vanilla sector (the default tileset when I loaded the sector). I don't know if I was supposed to use a different one.

- I did not add/change anything except for the geography (ground textures, trees, bushes, water...). I did not add/change enemies, NPCs, items, etc.

Notable features of my map:

- I added two larger bodies of water. They feature deep water in their center (visible on the screenshot) and one of them has a tiny 'island'.

- You may notice that the grass is brighter on the left side of the map, and the vegetation is more sparse. This is intentional because sector J3 is not a swamp. I tried making it look like the swamp was slowly fading on that side.

- The center of the map is a little denser than the area around it. Think of it as the swamp slowly fading at the edges (if you look at sectors I4, J5 and K4, they feature swamp terrain but the vegetation is much less dense). I might rework it and make it look a bit better later, but for now I'd like feedback.

Keep in mind that this is A LOT of work (I have to place each tree and patch of grass by hand, one at a time, and switching between the various models to maintain diversity - I don't know if the editor offers any features to make this a little easier).

I also have a question regarding creative freedom and adding stuff that wasn't in the vanilla sectors:

I personally find vanilla outdoor sectors really... bland, boring... It's the same nature stretched over an entire sector. Swamps especially have this problem, every inch looks the same.

My question is, if I make a sector for Bigmaps, how much creative freedom could I have to add things that were not in the vanilla sector? I've already added two large bodies of water, I think that's fine because they fit in pretty well (they're just slightly bigger versions of the ponds that are all over the place). But would it be alright if I wanted to do something a little more original, for example add a small wooden shack, or maybe a small rebel cache (nothing more than a few crates of supplies)? In other words, how close to the vanilla sectors do we have to remain, and how far can we depart from them?

Anyway, now I'll wait patiently for someone from the Bigmaps project to respond! I'm excited to start contributing and looking forward for more info on what I should do!

Subject: Re: BigMaps Editing

Posted by [DepressivesBrot](#) on Fri, 03 Jul 2015 09:27:03 GMT

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- 1) He's on a very extended break. It's not a problem though since smeag is back.
- 2) I'd avoid Orta, N7 and the south coast in general. Not sure how big he wants to make Balime and if he wants to bring back Las Palmas.
- 3) Unless you need something to expand on, start from scratch. I don't think there's a single map currently using a Vanilla core.
- 4) If you don't want to, leave them out for now.
- 5) Normally not.
- 6) Yes.

Filehosters: dropbox, onedrive, googledrive, mediafire, ... Pick one according to which companies you like or hate

If smeag likes your work, we'll have tais give an introduction to git forking and pull requests

Creative freedom:

See 3). If it's a swamp map, make it recognizable as such but otherwise don't give a shit about the vanilla layout. The only important thing is to make sense in context with its neighbours and Arulcan fluff & lore. Clear radical things like a new town or army base with smeag though ;)

And an addendum:

Get into the habit of lurking in the irc channel, it shortens communication a lot.

Subject: Re: BigMaps Editing

Posted by [ShadowStrike](#) on Fri, 03 Jul 2015 10:02:55 GMT

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Thanks for these answers, I'll get right back to work now!

Edit: And thanks to the mod who made my screenshot visible

Subject: Re: BigMaps Editing

Posted by [ShadowStrike](#) on Sun, 05 Jul 2015 04:24:10 GMT

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Alright, unfortunately I was busy yesterday but I had time to work some more on sector J4 during the night.

So here are some screenshots of my progress. I don't know how active this part of the forum is, but feedback would be very appreciated to help me figure out how to continue.

(Since I still haven't posted 10 messages on the forum yet, I'll need a moderator to once again edit

my post and make the screenshots visible. Thanks very much!)

Also: warning, spoilers! If this map makes it into AIMNAS, you may not want to know ahead of time what you'll find in this sector.

Toggle Spoiler

First the full map, so you can see where everything is located:

Next, a small rebel weapon cache I've added:

The cache has already been raided by the queen's army, as evidenced by the debris, opened crates and lack of defenses.

If you look carefully, the army missed a crate, carefully hidden behind trees and tall grass. The fact that the rebels put more effort into hiding this crate could mean there's something really good still inside, for any mercs who manage to find the cache.

Feedback request: I'm not sure if the concertina wire is a good idea, it might be a bit much for what is supposed to be a hidden cache. I'm also looking for ideas how to make the place look more like a rebel cache.

And finally, a small military outpost (more like a camp actually).

(Note that I didn't place the soldiers, those were in the vanilla J4. I'm just leaving them in for now)

Four small buildings: a cooking area (top), soldiers' sleeping quarters (right), communal washroom (center) and the officer's private quarters (left).

As you can see the place is cramped and falling apart - hey, the queen wasn't going to build a proper base just to guard a swamp! The outpost isn't getting supplied often since it isn't the army's most useful installation, and often they don't even get the stuff they need!

Also, the officer running the place has requisitioned all the good stuff for himself. If having his own personal washroom with a bathtub wasn't enough, he even keeps the only TV to himself! That bastard even had the AC installed in his quarters when it was intended for the kitchen! Oh yeah, and he had extra sandbags added around his building for protection of course!

As for other notable details, there's a small jeep/buggy near one of the entrances (not sure what it's supposed to be exactly), some soldiers have improvised a table with a crate (they also use whatever chairs and furniture they found/were sent), the toilet stalls have no doors, and there's a puddle of... stuff... coming out from under the washroom.

The great thing about this outpost is that there doesn't need to be enemies in the sector 24/7. If

the player gets there while there are no enemy patrols, it will feel like the outpost has been deserted a long time ago. On the other hand if an enemy patrol is occupying the place, it feels pretty much like you would expect the queen to treat her soldiers.

I was thinking of adding sandbags on some of the roofs, but I think it might be a bit too much protection for the place (again, it's an almost-useless outpost lost in the middle of a swamp, they don't exactly expect to be attacked anytime soon).

Anyway, once again, feedback is appreciated. If anything doesn't fit in, if anyone has ideas how to improve something, or if someone has an idea what else could be added in this sector, please let me know!

I'll get in the IRC channel soon as DepressivesBrot suggested, I have more questions to ask about making maps for AIMNAS!

Subject: Re: BigMaps Editing
Posted by [silversurfer](#) on Sun, 05 Jul 2015 07:30:06 GMT
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As far as I know Smeagol hasn't placed any items on his maps so far. So it's best if you leave them out as well in addition to soldiers/NPCs. He probably wants to place random items later.

Subject: Re: BigMaps Editing
Posted by [svean](#) on Thu, 03 Sep 2015 08:11:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm back (again) to JA2 and AIMNAS and I'm pretty amazed about your work, and things that has been done in new versions of JA2 v1.13.

Anyway I feel quite "new" to new big maps - I think I was playing few of them in the past but there were just a few of them back then.

So I would like to ask few questions about the maps:

1. All big maps have completely empty containers (chest's, lockers etc.)? Never found anything there - besides one crate in Omerta landing sector (food). Only thing I've found was few gas canisters lying on the ground (not in containers).
2. There is no underground sectors at all? I see entrances (even in sectors like middle SAM) or elevators (with switches) but there is no icon to move underground (and this icon appears and works in general - i.e. Drassen near motorboat to move to Drassen SAM).

Am I doing something wrong (SCI 7974 on GDir2270) or this features are "in progress"?

Even without them... people I admire your work!!!!!!! This keeps me coming back to JA again and again!

Subject: Re: BigMaps Editing
Posted by [silversurfer](#) on Thu, 03 Sep 2015 08:53:55 GMT
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This is work in progress. Items are left out on purpose for now. It makes it easier for other modders to use the maps and place their own items or random items without removing everything else first.

Smeagol will probably place items for AIMNAS when he is done with the maps.

The same applies to the underground sectors. There may be entrances but if the underground sector is not finished yet it makes no sense to provide a transition point.

Subject: Re: BigMaps Editing
Posted by [svean](#) on Mon, 07 Sep 2015 09:46:53 GMT
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Thanks for explanation

Besides AIMNAS BigMaps I started UC hybrid on v1.13 where the story is great, plot and events are really interesting and thought trough, and overall mod is wonderful.

But to be honest... on so small maps, with this limited view and ranges of weapons, and AFTER trying BigMaps... it looks slightly lame.

I really hope that BigMaps will be used in new mods that would be as great as UC. Maybe UC isn't best example (since maps there are completely different) but Wildfire could be played on BigMaps, just some more groups... and some items on the maps with some story and we would have a new great mod!

Subject: Re: BigMaps Editing
Posted by [Julix](#) on Mon, 14 Dec 2015 22:05:02 GMT
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ShadowStrike, have you heard back about your work? Are you still working on AIMNAS as well, and if so do you have anything new to show off here?

Rest of AIMNAS team - what does the map progress look like?

As for the random generator discussion mentioned earlier - you could go from one format to the other by transmitting the randomly generated info optically into the central nervous system where neuron activity in the motor cortex can make helper elves move their mouse-holding-limb to "click" the proper objects into place. Has the added advantage that creative freedom can correct the map

where the randomness looks stupid, while still avoiding the "blank canvas" problem some might face when working on such a large map...

Question for all AIMNAS-workers: Out of curiosity, do you do rough drafts on paper first, or how do you outline what you're going to do before doing? Or do you just go for it?

Edit: just realized this is an entire section, with many threads and I should read those first before asking about current status, maybe there's info there.

Subject: Re: BigMaps Editing
Posted by [smeagol](#) on Sat, 19 Dec 2015 10:23:56 GMT
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Julix wrote on Mon, 14 December 2015 23:05
Rest of AIMNAS team - what does the map progress look like?

Well, rest of AIMNAs team is most likely me... so: work is curenly on ice, for reasons why, read my reply in the AIMNAS main thread.

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Thu, 03 May 2018 10:16:45 GMT
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Quote:He has risen from the Grave

Hello Guys,
long time no see, just dropping in to let you know that I am back and I am starting to take care of some "Unfinished Business TM"
I just started to work on Alma Sector H13, hopefully I can post some Teaser Screenshots by next week.
Feels good to be back.

-Zombie

Subject: Re: BigMaps Editing
Posted by [CareBear](#) on Thu, 03 May 2018 20:34:15 GMT
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Very nice. I might replay the mod another time, if map is finished and bugs are ironed out. So ETA in...2025? :p

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Sun, 06 May 2018 01:12:28 GMT
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Teasertime: Barracks Complex

This is just a small segment of the much larger map

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Sun, 06 May 2018 21:23:03 GMT
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Another WIP Picture.

The whole Map will still take some time, it's a densely populated map so yeah you get the idea. Hopefully I'll get it finished by the end of next week.

Stay tuned
-Zombie

Subject: Aw: Re: BigMaps Editing
Posted by [ATigersClaw](#) on Mon, 07 May 2018 06:45:14 GMT
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Great news to see such a promising mod project getting more and more sectors done!
Is there an up-to-date map of which sectors have been finished and which not?

Subject: Re: Aw: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Mon, 07 May 2018 14:01:06 GMT
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ATigersClaw wrote on Mon, 07 May 2018 09:45: Is there an up-to-date map of which sectors have been finished and which not?

Not that I am aware of. The last overview Map I've seen is about 4 years old from right before I went on Hiatus and during my Absence, smeag finished a lot of the Maps himself and when I say a lot I really mean A LOT :w
Long story short, I am not sure if there is an up to date Overview Map and making one is not very high on my priority list ;)
(Takes a lot of time and patience to puzzle one together) :d

-Zombie

Subject: Re: Aw: Re: BigMaps Editing
Posted by [DepressivesBrot](#) on Mon, 07 May 2018 15:50:41 GMT
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For a simple yes/no overview refer to the strategic map:

I'm not sure what the latest mosaic is either though.

Subject: Aw: Re: Aw: Re: BigMaps Editing
Posted by [ATigersClaw](#) on Tue, 08 May 2018 07:54:27 GMT
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Even though there are still some of the rather tedious city sectors open, this does look a lot closer to completion than last time I've seen it.
Looking forward to the day it gets completed just as probably everybody else on this forum.

Subject: Re: Aw: Re: Aw: Re: BigMaps Editing
Posted by [Radar](#) on Tue, 08 May 2018 12:44:10 GMT
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Wow the map is much more complete than I expected. Nice work there

Subject: Re: Aw: Re: Aw: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Thu, 10 May 2018 14:43:53 GMT
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Thank you Depri, now I know which Maps I need to take care of ;)

Here another Teaser, almost finished:

We got a lot going on here, apart from the obvious HQ, we got a lot of Military Housing (I just counted, we already have enough Housing in this Sector alone for a Light Infantry Bataillon), then we got a bunch of Military Facilities, like Armories, Guardhouses, Mess Halls, Officer and Staff Officer Housing and even some Sports Facilities for the Soldiers to stay in shape.

Apart from the Military Installation, we also got some Civilian Housing in this Sector, after all some

Soldiers wanted to keep their Families near.

As you can see, the Map is almost finished, but I need to polish it some more before I move on to an adjacent Sector to continue my work there.

I already got a lot of ideas for the other Sectors of that city, there will be a lot more Military Housing (my plan is to make enough Housing for a whole Regiment or even a small Division) Hopefully I'll finish the city over the course of June.

Stay tuned

-Zombie

Subject: Re: Aw: Re: Aw: Re: BigMaps Editing
Posted by [CareBear](#) on Fri, 11 May 2018 09:08:26 GMT

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Very good. Some watchtowers, and more concertina for more military flavour.

Subject: Aw: Re: Aw: Re: Aw: Re: BigMaps Editing
Posted by [ATigersClaw](#) on Fri, 11 May 2018 09:45:08 GMT

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Oh boy, that is looking like a well thought out map design.

I can't wait to play AIMNAS on a full playthrough with those maps and all the endless new items!

Subject: Re: Aw: Re: Aw: Re: Aw: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Fri, 11 May 2018 11:29:38 GMT

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Years of experience in the military finally pay off :d

However I will probably not add any more Concertina Wire around the Base, or add more Watchtowers, after all this has been a regular Armybase and not a Forward Operating Base deep in Enemy Country at least not from the Arulcan Military Point of view. So when the Insurgency backed by AIM, IMP and MERC Mercenaries began they beefed up the Defenses for the Base a bit more, putting Sandbags around the Guardhouses, setting up Tanktraps and Concertina Wire, securing the Chokepoints and also the Checkpoint you see on the SW Corner of the Fence, is more an ad hoc Solution to the Threat Assessment, so the Military wanted to make sure, that no Insurgents are able to just stroll into the city and pull up to the Main-Gate (although I am not entirely sure if this will be THE Main-Gate for the whole Base) and because of structural conditions it was not possible to put up a Checkpoint right in front of the Gate. So the Military kicked the people out of their House, and set up a military Checkpoint where it now is.

The whole mindset behind this sector and the adjacent citysectors that will follow was, yes it is a poor Backwater Dictatorship, yes the Military always had to fight Rebels and Insurgents to some

degree before we came to the party. But in the end this Military Base was just a regular Military Base to train, house and lead the Soldiers of the Arulcan Army and noone of the Brass thought seriously about the Rebels starting a frontal Assault against the biggest Military Base in Arulco and even if they did, they would be outnumbered at least 20:1 (Not even the Rebel Leadership thought seriously about attacking that Military Base, before we joined the fight :)) It was not until we started to liberate Omerta and Drassen (and/or Chitzena) when the Military Leadership decided to put up more Fortifications around the Base to counter the Threat. So from the lore point of view it would seem pretty unrealistic to turn that Base into some kind of Fortress with Loads of Watchtowers, Bunkers, Wiretraps, Minefields and so on, it already has more Watchtowers, Guardhouses and Defensive Positions than all the Military Bases I've seen or been to ;)

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Fri, 11 May 2018 11:50:34 GMT
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Oh and not to forget, from a pure Lore Point of View, there seems to be a lot of ignorance and arrogance going on in the Arulcan Military Leadership some sort of "Some Ragtag Group of Rebels and Mercenaries are no match for the glorious Army Corps of Arulco (A.C.A. :d), we will crush them with the treads of our Tanks, blablabla"
Because other than that I cannot explain the sheer stupidity of sending ten Soldiers (7 Regular, 3 Elite) against a city defended by a roughly Company sized Unit of our well armed and well regulated (Hrhrhrhr) Militia :p

Stay tuned
-Zombie

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Tue, 15 May 2018 10:37:32 GMT
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Who hasn't been in this situation, you're on a Chopperflight to some Third World Backwater Dictatorship and suddenly you remember "I forgot my toothbrush" or "Did I bring enough underpants?" and suddenly you're in a pickle.
But fear no more, the all-new OppressoMart has opened his doors for you and we're offering you a wide variety of Goods from Clothing, Convenience Foods to .50BMG Rounds.

Little WIP Update, last map is finished here is a little teaser from the next map I am working on.

Stay tuned
-Zombie

Subject: Re: BigMaps Editing
Posted by [townltu](#) on Tue, 15 May 2018 11:32:11 GMT
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Oh no, i will have to spend hours on all these cool looking and promising maps to only explore the visibility conditions and determine the optimal camper spots :D

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Wed, 16 May 2018 10:02:00 GMT
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WABAMMM! I am on Fire! :d
Here another WIP-Update:

This Map is still in a rough state, but you get the Idea, still part of the whole Military Base Theme, you see some more Housing Areas, also a Water Supply Installation or something like that and the purpose of that big building is NONE OF YOUR BUSINESS :p nothing to see here, keep walking (you'll find out eventually ;)) Just keep on going to OppressoMart™ or the other little store. There is also a lot of Civilian Housing and I will add some more, some place all those Military Families gotta live ;) Hopefully I will finish this map by Monday.

Stay tuned
-Zombie

Subject: Re: BigMaps Editing
Posted by [CareBear](#) on Wed, 16 May 2018 10:26:09 GMT
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Man with this progress you will finish the rest of whole map in a month. Nice.

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Wed, 16 May 2018 10:52:58 GMT
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I wouldn't count on it ;) Last map took me almost 1 1/2 weeks to finish and there are still some minor polishing tasks to do on that map. This one is by standards fairly simple for a city sector, but the next three maps will be a little bit more complex and complicated and by now this is just the plain map, no troops, no items, no civilians and no actions, same thing with the last map and same thing with the next maps to come. Designing those maps is just 50% of the work, I might be able to finish those maps to 75%-90% but then my expertise is finished.

-Zombie

Subject: Re: BigMaps Editing
Posted by [CareBear](#) on Wed, 16 May 2018 13:51:19 GMT
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Sure, most important thing is to have the map at all, placing items can be left to other people if they feel inclined. Myself i dont miss items on maps that much, since i play with drop all option. Its nice for some little easter eggs though ;)

Subject: Re: BigMaps Editing
Posted by [SuLaR](#) on Fri, 18 May 2018 18:00:28 GMT
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Zombiehunter, plan to finish work Smeagol'a?
And where do you plan to upload new maps? On github aimnas?

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Fri, 18 May 2018 18:56:53 GMT
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Not exactly, after all I am just assisting Smeagol with map-making. Planning to finish his work, would mean to replace him and I cannot and I do not want to do that, because in the end it is his project and not mine.

With the uploads of the new maps, same thing. When I finish my maps, I will send them to Smeagol, so he can look them over and do some finetuning if necessary and then he will probably upload those maps with the next Release.

-Zombie

Subject: Re: BigMaps Editing
Posted by [CareBear](#) on Fri, 18 May 2018 21:26:32 GMT
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Are you in touch with smeagol. Is he active? Does he still care for aimnas?

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Fri, 18 May 2018 22:11:59 GMT
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Yes from time to time. Currently he's pretty much tied up with RL issues. Of course.

Subject: Re: BigMaps Editing
Posted by [SuLaR](#) on Sat, 19 May 2018 15:46:21 GMT
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Sincerely I wish Smeagol solve his problems. I wonder if the aimnas will come out of beta in its anniversary..

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Mon, 21 May 2018 11:05:57 GMT
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I decided to post the next WIP Map Update when all four Maps of the Military Base are finished, by now two of those Maps are almost finished, they just need a little more polishing. Right now I am working on the third Map for the Military Base, progress is made.

But I have another WIP picture for you guys:

A Bell UH-1B in the Configuration for the A.C.A. (Armado Carabineros de Arulco/ Armed Carabineers of Arulco)

I need someone who is adept with turning pictures into STIs and also able to edit or make new tilesets.

Stay tuned
-Zombie

Subject: Re: BigMaps Editing
Posted by [DepressivesBrot](#) on Mon, 21 May 2018 13:36:12 GMT
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Do you have the model files for that? We have an actual rendering pipeline for creating JA2 assets now. Also, get yer butt on discord.

Subject: Re: BigMaps Editing
Posted by [SuLaR](#) on Tue, 22 May 2018 14:45:56 GMT
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Zombie, show us the teaser of the new card?

I'm already burning with impatience!

Subject: Re: BigMaps Editing

Posted by [Zombiehunter](#) on Tue, 22 May 2018 20:20:00 GMT

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Be patient ;)

Subject: Re: BigMaps Editing

Posted by [townltu](#) on Tue, 22 May 2018 22:54:38 GMT

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SuLaR wrote on Tue, 22 May 2018 17:45Zombie, show us the teaser of the new card?
I'm already burning with impatience!

Ok, the new P3 map, according to unverified statement by non reliable source;) /edit: 3rd picture update

Note the 3 snipers on the roof, one is mostly covered by the object that could be one of 2 mortar positions.

Expect hostiles in the surrounding parameter, e.g. hidden in waste bins etc, also take elements of executive forces and self declared militia into account, they are already present in sector and will turn hostile with the 1st combat action.

Last not least many spies of non domestic factions have strong interest to prevent decapitation.

Verified RIS report indicates that all opposing factions are well equipped and trigger happier than their representatives in game, aka Ds soldiers, Hicks brothers and Danubian cops. :D

Subject: Re: BigMaps Editing

Posted by [DepressivesBrot](#) on Wed, 23 May 2018 07:32:32 GMT

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Too easy of a target, just throw a busload of Korean tourists at it.

Subject: Re: BigMaps Editing

Posted by [Zombiehunter](#) on Wed, 23 May 2018 21:28:50 GMT

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Okay folks, here is a new little early WIP pic

Another part of the Military Base, you see some Vehicle Depots, Military Warehouses and Housing Areas, also the L-Building will probably become some kind of Commissary. Soon to come Ammo Depots, Repair Workshops and so on.

Stay tuned
-Zombie

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Sun, 27 May 2018 10:47:21 GMT
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Today no Map WIP Picture,
I have started with the 4th and final citysector, the other three are finished (still need polishing though)
The Final Map will be a little bit tougher, loads of different Houses and I am also planning to add some businesses (after all somehow the people have to earn their meager wages)
So I guess I need about 2 weeks to get this done and then I'll take care of the Eastern and South-Eastern Border.

But I have some other Eyecandy WIP Picture for you:

A Patrolcar of the Armado Carabineros de Arulco (A.C.A.) they wrote a complaint because they didn't want to walk everywhere and so (after the Complainees were executed ;p) the A.C.A. got "new" Patrolcars,
so stay tuned for some high speed car chases (probably not xd)

Stay tuned
-Zombie

Subject: Aw: Re: BigMaps Editing
Posted by [ATigersClaw](#) on Tue, 29 May 2018 05:42:29 GMT
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I do like that patrol car.
Makes sense to have some vehicles for Deidranna's guys but then the question comes up, why shouldn't our mercenaries be able to use those cars.

Looking forward to your next map update!

Subject: Re: Aw: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Tue, 29 May 2018 08:41:45 GMT
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From an Immersion Point of View I totally understand you, but then again there are some good reasons why that's not possible.

- Balancing, imagine driving around in 15-20+ Cars that would simply be Gamebreaking, just drive a shitload of Mercs straight into Meduna the game is over in 30 Minutes. It would defeat the whole purpose of this game being a small units tactics game.
- Engine, as far as I know the Gameengine is not designed for every Vehicle being drivable and it would probably generate a lot of Errors
- Work, actually the most important reason, it would be a shitload of work to make every Vehicle in the game drivable, you'd need to make at least 8 Perspectives of EVERY Vehicle, then you'd have to do the coding the cost-benefit ratio would be off the charts. Regarding the Modwork being totally voluntary I am not getting paid enough to make this work ;)

So see those Vehicles and Items just as what they are, Eyecandy to make the game prettier.

Subject: Aw: Re: Aw: Re: BigMaps Editing
Posted by [ATigersClaw](#) on Tue, 29 May 2018 10:09:42 GMT
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Yeah, I don't want the cars to be driveable, but just thought out loud from an immersion perspective.

Subject: Re: Aw: Re: BigMaps Editing
Posted by [townltu](#) on Tue, 29 May 2018 10:19:47 GMT
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There is also a fuel shortage in Arulco, at some point people became desperate and siphoned every fuel tank they could, later they also took the fuel systems of those cars apart in order to collect the last remaining ccms, and its rather unlikely that the cars were reassembled afterwards. Since most car spare parts did flow into the surrounding countries because their worth in a coutry without fuel is next to zero, its next to impossible to find e.g. a new caburetor in Arulco.

Also i am rather sure the pic of the car was made before it went into service, nowadays it should look a lil different:

Subject: Re: Aw: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Tue, 29 May 2018 10:33:51 GMT
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Fuel shortage yes, but not for the Military and "Law" Enforcement and the A.C.A. is kinda both ^^

Apart from that, good work on the Car Wreck, perhaps somebody could "spraypaint" a Pigs Head on the Hood and instead of crossing out the A.C.A. just "spraypaint" a B at the end, I mean it's like Arulco's Carabineers are asking for it.

Of course from an Immersion point of view you'd be right, but then again, you can make a shitload of money so it would be also immersive to be able to buy real military Hardware like a fleet of Tanks, Helicopter, COIN-Planes etc etc etc but this would all be a little bit over the top, not to mention the amount of work one would have to put into making this possible.

Subject: Aw: Re: Aw: Re: BigMaps Editing
Posted by [ATigersClaw](#) on Tue, 29 May 2018 11:55:51 GMT
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So many good ideas and so little time.
Finishing the map at some point in time still is one of the biggest achievements in my eyes.

Subject: Re: Aw: Re: BigMaps Editing
Posted by [townltu](#) on Tue, 29 May 2018 12:13:32 GMT
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The wreck was made in one go, i.e. no saves during the process, the vehicle is distorted to get the front down, since the wheel is off, difficult to paste a clean a.c.a. over the sprayed side, but should be doable, if desired point me to an appropriate pig head, which btw is not required to be in the correct angle.

Unless this head is what you were thinking of

Subject: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Wed, 30 May 2018 09:47:43 GMT
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Yes I said no more WIP pics until the whole City is finished, but anyways here is one :d

to the north you see the Military Part, with the "old Fort" and the Main Gate to the Base, to the East you see the Town's Mining Facilities and then you have the actual Town's Centre, lot's of

Houses Shops, small alleyways, corners etc.

Hopefully you guys are adept to CQB, because it's gonna be a tactical nightmare ^^

Stay tuned

-Zombie

Subject: Re: BigMaps Editing

Posted by [SuLaR](#) on Wed, 30 May 2018 12:11:36 GMT

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townltu wrote on Wed, 23 May 2018 01:54SuLaR wrote on Tue, 22 May 2018 17:45Zombie, show us the teaser of the new card?

I'm already burning with impatience!

Ok, the new P3 map, according to unverified statement by non reliable source;)

/edit: 3rd picture update

Note the 3 snipers on the roof, one is mostly covered by the object that could be one of 2 mortar positions.

Expect hostiles in the surrounding parameter, e.g. hidden in waste bins etc, also take elements of executive forces and self declared militia into account, they are already present in sector and will turn hostile with the 1st combat action.

Last not least many spies of non domestic factions have strong interest to prevent decapitation.

Verified RIS report indicates that all opposing factions are well equipped and trigger happier than their representatives in game, aka Ds soldiers, Hicks brothers and Danubian cops. :d

A good scenario for a new modifications :d

Subject: Re: BigMaps Editing

Posted by [SuLaR](#) on Wed, 30 May 2018 12:16:54 GMT

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Zombiehunter, I understand that this card will be supplemented? Are you going to upload a new city on github? It would be nice to consider it in more detail..

Subject: Re: BigMaps Editing

Posted by [Zombiehunter](#) on Wed, 30 May 2018 18:52:57 GMT

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SuLaR wrot on Wed, 30 May 2018 12:16Zombiehunter, I understand that this card will be

supplemented? Are you going to upload a new city on github? It would be nice to consider it in more detail..

Zombiehunter wrote on Fri, 18 May 2018 18:56 Not exactly, after all I am just assisting Smeagol with map-making. Planning to finish his work, would mean to replace him and I cannot and I do not want to do that, because in the end it is his project and not mine.

With the uploads of the new maps, same thing. When I finish my maps, I will send them to Smeagol, so he can look them over and do some finetuning if necessary and then he will probably upload those maps with the next Release.

-Zombie

No Offense, but before asking the same Questions over and over again, please re-read earlier Posts. I will consult Smeagol when I deem the Maps to be finished and then he will make the final call if it's going to be uploaded or needs to be reworked. I thought I made this clear already, this is not my Mod, it is Smeagol's I am merely assisting in getting Maps done and providing new Artwork regarding Vehicles and other Eyecandy for the Maps.

As for the City, no it's not a new City these will be totally reworked Sectors of an already existing City, which one is up to you to guess.

Which brings me to my next point which details about the new Maps I am providing is my decision and I will not spoonfeed every Information about the new Maps.

As a Reminder, this Thread is for you guys to show you, that there is still Progress regarding AIMNAS BigMaps, however there is no Roadmap, Schedule or anything like that. I am doing this voluntarily, unpaid, during my free time, I still got a day to day Job to tend to and also a private life.

So long story short, the Maps will be ready, when they're ready, I will provide Information about them as I see fit, WHEN I see fit.

Consider this as an Answer to the FAQs.

-Zombie

Subject: Aw: Re: BigMaps Editing
Posted by [ATigersClaw](#) on Wed, 30 May 2018 19:25:11 GMT
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This does sound kind of harsh doesn't it?

I'm pretty sure nobody meant to hurry you in any way and everybody sure appreciates your work, at least I definitely do.

Like you said, it's just good, a project with such potential is still getting worked on and getting somewhat closer to the finish line with each map.

Looking forward to any new update whenever you're ready!

Subject: Re: Aw: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Thu, 31 May 2018 09:03:03 GMT
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Harsh? No, when I wanted my answer to be harsh, then it would sound very different.
Direct? Yes!

Having to answer the same Questions over and over and over again, is a somewhat tedious task, especially when people are just lazy to reread the Thread themselves. If the same questions get asked by the same guy who asked me about two weeks ago and got an answer, that is when tedious becomes annoying and that is when I become direct and very specific in my answers.

I am happy when the work is appreciated, but to be perfectly honest here, working on this mod is somewhat self-interest, because I want to play this mod just as much as the next guy.
Bottom Line if someone is happy with my work, good. If not, I couldn't care less because I am doing this for fun and I am not a service provider.

-Zombie

Subject: Re: Aw: Re: BigMaps Editing
Posted by [SuLaR](#) on Thu, 31 May 2018 09:16:35 GMT
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Zombiehunter, My apologies. I have a poor command of English, and Google translator sometimes distorts the meaning. And your message is just missed from inattention. Sorry again, if you are troubled, I'll wait for the end of the work in silence. :)

Subject: Re: Aw: Re: BigMaps Editing
Posted by [kmoi](#) on Thu, 31 May 2018 23:34:47 GMT
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@Zombiehunter I'm from China. Your work is very good.
I have a poor command of English

Subject: Re: Aw: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Mon, 04 Jun 2018 11:42:54 GMT
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SuLaR wrote on Thu, 31 May 2018 09:16Zombiehunter, My apologies. I have a poor command of English, and Google translator sometimes distorts the meaning. And your message is just missed from inattention. Sorry again, if you are troubled, I'll wait for the end of the work in silence. :)

No hard feelings and you don't have to wait in silence, just asking you to check before you ask a question, if the question has been asked and answered before ;)

kmoi wrote on Thu, 31 May 2018 23:34@Zombiehunter I'm from China. Your work is very good. I have a poor command of English

Well, thank you

Anyways, here is the all new Overview Map of all Alma Sectors combined:

As you can see, there is still a lot of work to do, but you get the idea:

In the top left sector you see the Army Headquarters, Dining Facilities, Main Armory, Sports Facilities, a lot of Housing for Regular Forces and also Special Forces and a Helipad. In the Civilian Part you see a Gas Station, some Civilian Housing and a Bar (Cheers)

Top Right Sector is mainly Housing and a lot of Depots for Ammo, Weapons, Uniforms, Spare Parts, Food etc. everything an Army needs to get going, also we got a lot of Vehicle Depots and a Maintenance Shop for said Vehicles and finally there's a Commissary for the Soldiers to buy stuff from their hard earned money (earned by oppressing Civilians of course ;p)

Bottom Left Sector is the Military Prison, also we got the Water Treatment Plant for the Base, some more Housing and also a small Workshop with adjacent Vehicle Depot. In the Civilian Part we have a carpentry shop, a bakery, a "Supermarket" and a shop for Militaria Enthusiasts and of course a lot of Civilian Housing.

And now the Bottom Right Sector, this is somewhat the Civilian Center of Alma, in the Military Part we got the historical Old Fort, which is still used by the Army, Alma Base Maingate, A.C.A. (Armado Carabineros de Arulco) Headquarters and some historical Housing Area's. The Civilian Part consists of Alma's local A.C.A. Station, a furniture Shop (Arulco's IKEA knockoff ^^), the Mine, a Restaurant, some Bar's, a Garage a lot of small shop's, gimmicks and so on.

Alma's Lore:

Alma has always been the center of Arulco's Military even before Deidranna came to power, but before then Arulco had no need for a huge Military and Alma was mainly a bootcamp for the new Soldiers and the Headquarters for the Brass. The Civilian Part of Alma used to be much larger and the Military mainly occupied the Area around the old Fort. The Military's role back then was mainly representative duties and Border Protection together with the Carabineers which also always had their HQ in Alma and because they're somewhat part of the Military. Anyways, when Deidranna came to power and turned Arulco in the oppressive Dictatorship it is today, her need arose for a larger Military to keep the Population in Line and so Alma Base had to grow. A lot of surrounding Land needed to be requisitioned and the Landowners were simply dispossessed. There was a lot of resistance and even violence, but in the End who resisted simply disappeared and was never heard of again and in the end the resistance against the forced Land Requisitions faltered. Today mainly Miners and Military Families live in Alma, the Military Families are staunch supporters of Deidranna's rule, while the Miners have somewhat mixed feelings because of the working conditions, this causes for some friction in day-to-day live in Alma, but of course none of the Miners would really start an argument or even a fight with one of the Militaries, in the end

they'd just disappear as it has happened before.

And then you still have some of the old Landowners of Alma, those who were lucky not to get disowned or who did not resist when it came to it. Those who are old enough to remember the Requisitions and the Violence mainly keep to themselves, remembering and shivering at the Horrors their neighbours had to endure during that time.

Stay tuned
-Zombie

Subject: Aw: Re: Aw: Re: BigMaps Editing
Posted by [ATigersClaw](#) on Tue, 05 Jun 2018 07:15:05 GMT
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Seeing all of this together, I can just imagine how much work it was.

What else needs to be done until this great part is finished?
Is it on purpose that only the top left sector has lights or is that one of the points needed to be finished?

Great stuff by the way, it is coming as close as possible to a real military city I'd say.
You definitely paid attention to detail.

Subject: Re: Aw: Re: Aw: Re: BigMaps Editing
Posted by [townltu](#) on Tue, 05 Jun 2018 14:14:52 GMT
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OT:
Equating ikea products with furniture is extremely daring, mildly expressed;)

"... Water Treatment Plant for the Base ..." so thats the place where to use the barrel with barbiturates;)

Besides, the tiny version of the [hopefully nobody will recognize];)
<https://s2.imagebanana.com/file/180605/gRM3iK1J.png>

A generic wall graffiti:

Subject: Re: Aw: Re: Aw: Re: BigMaps Editing

Posted by [Zombiehunter](#) on Tue, 05 Jun 2018 15:07:47 GMT

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townltu wrote on Tue, 05 June 2018 14:14OT:

Equating ikea products with furniture is extremely daring, mildly expressed;)

I am a trained cabinetmaker, tell me about it :d

townltu wrote on Tue, 05 June 2018 14:14"... Water Treatment Plant for the Base ..." so thats the place where to use the barrel with barbiturates;)

Hmmmmmm perhaps Flug can do something about that :d

-Zombie

Subject: Re: Aw: Re: Aw: Re: BigMaps Editing

Posted by [townltu](#) on Tue, 05 Jun 2018 16:20:43 GMT

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There is the durability aspect of these products

the ecological consequences of low lifetime designed furniture with minimum move surviveability, negative effects of mass production & disposeable culture on life quality of middle and working class

evaporation of various chemicals contributing to dose of harmful stuff we get in contact each day, etc pp ...

If the graffities are appreciated at all, Flugente may also be able to code a change of wall tiles, which selects new .sti frame according to ID# of very 1st merc hired, preferably related to sectors loyalty and/or prógress rate.

I would be willing to transform at least the PC portraits into isometric_view transparent layers, and put each on up to 10 walls of choice (preferably not dark, as the layers inverted to white look much worse on dark walls)

If the project grows, we could have the game "paint" graffity of all team members on the walls :D Btw i think it would be pretty immersive if the game keeps the graffity of mercs who died.

Quick 2 minute work based on Manuels 90x100 portrait with potential to improve:

(converted to greyscale, whole pics contrast & brightness up, partially brightened until enough white to transform it to transparent)

ID# 216 portrait on frame ID#14 of e_wall2.sti

Subject: Re: Aw: Re: Aw: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Sun, 10 Jun 2018 00:34:23 GMT
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Alright Folks,
here is another Update

A Bordersector on Arulco's Eastern Border and by now the 7th Map I've worked on as of recently.
More to come ;)

Stay tuned
-Zombie

Subject: Re: Aw: Re: Aw: Re: BigMaps Editing
Posted by [Penta](#) on Sun, 10 Jun 2018 15:25:40 GMT
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Presumably the fence at the Eastern edge is the border fence. How do you prevent enemies from spawning on the "wrong side of the border"? Or mercs, for that matter...

Subject: Re: Aw: Re: Aw: Re: BigMaps Editing
Posted by [Flugente](#) on Sun, 10 Jun 2018 16:35:04 GMT
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Maps have so called 'entry points' that are used when entering a map. AI soldiers also spawn in selected spawn points in a map, so this is no problem (else we'd have exactly that problem in Alma sectors).

Subject: Re: Aw: Re: Aw: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Mon, 11 Jun 2018 01:03:15 GMT
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Alright folks,
the next map is nearing Completion, that means eight down 30+ more to go ;)

Again we have Bordersector in the Eastern Provinces, alot of Wilderness going on and the Entrance to an abandoned Mine.
Who knows what we'll find there? Treasure? Loot? The Meaning of Life?

Stay tuned

-Zombie

Subject: Re: Aw: Re: Aw: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Mon, 11 Jun 2018 01:20:47 GMT
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ATigersClaw wrote on Tue, 05 June 2018 07:15 Seeing all of this together, I can just imagine how much work it was.

What else needs to be done until this great part is finished?
Is it on purpose that only the top left sector has lights or is that one of the points needed to be finished?

Great stuff by the way, it is coming as close as possible to a real military city I'd say.
You definitely paid attention to detail.

1. Yeah getting this stuff together is actually a shitload of work, especially since I need to look out for the stuff fitting together, the great improvement of BigMaps from Vanilla Maps no more small cutouts from a theoretically much larger Map.

2. Making the Map is like only 50% of the work, Civvies need to be added, NPCs need to be added (sometimes even the *.ini need a little update because of that), Enemies need to be added, items, in some parts Exitpoints to the underground maps need to be added (that definitely makes it necessary to update the *.ini) and yeah you already guessed, lighting is also an issue, else it's gonna be fricking dark at night. ;)

3. Thank you, well after more than six years in the Military (Active & Reserve) I should know how a Military Base is supposed to look like hrhrhr ;p

stay tuned
-Zombie

Subject: Re: Aw: Re: BigMaps Editing
Posted by [sob1](#) on Mon, 11 Jun 2018 18:22:27 GMT
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square peg, square hole, square problems :w

(i had to post some obligatory messages in order to share a new merc and voices I made)

Subject: Re: Aw: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Tue, 12 Jun 2018 10:12:39 GMT
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Ummmm okay.

Anyways, here is the Overview Map of the Final Version of H16

I used a level of detail I am particular proud of on this Map, without overloading it with doodads, stuff and debris.

I think it has a proper Wilderness touch to it, but you'll be able to see for yourself at some point ;)

Stay tuned

-Zombie

Subject: Re: Aw: Re: BigMaps Editing

Posted by [Penta](#) on Tue, 12 Jun 2018 11:08:21 GMT

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Question, maybe at this zoom level I can't see, but for immersion's sake: Presumably there are border crossing points where people can actually cross the border without hopping a fence?

Subject: Re: Aw: Re: BigMaps Editing

Posted by [x4nPro](#) on Tue, 12 Jun 2018 20:24:21 GMT

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Thank you guys for the great work! I startet a new campaign a few days ago and I really enjoy the game.

Subject: Re: Aw: Re: BigMaps Editing

Posted by [Zombiehunter](#) on Tue, 12 Jun 2018 20:44:03 GMT

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Penta wrote on Tue, 12 June 2018 11:08Question, maybe at this zoom level I can't see, but for immersion's sake: Presumably there are border crossing points where people can actually cross the border without hopping a fence?

Hehehe I almost lost my shit because I thought I already posted it :d but apparently I did not:

So here you go, at the moment Arulco has two Border crossings, one in the North made by smeagol and this one is the Eastern Crossing made by me and I've planned a third one in the South near Balime.

But apart from that Crossing there won't be much to do beyond the Border, so there is actually no need to jump the fence, after all there are no more sectors east of the Border ;)

The only thing beyond the fence MIGHT be a shitload of Antipersonnel-Mines :d

stay tuned
-Zombie

Subject: Re: Aw: Re: BigMaps Editing
Posted by [edmortimer](#) on Tue, 12 Jun 2018 23:02:56 GMT
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Wow! Having tried to do something similar with cliffs myself, and failing, I am suitably impressed by the multiple independent cliff areas! Well done!

Subject: Re: Aw: Re: BigMaps Editing
Posted by [Zombiehunter](#) on Tue, 12 Jun 2018 23:59:36 GMT
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edmortimer wrote on Tue, 12 June 2018 23:02Wow! Having tried to do something similar with cliffs myself, and failing, I am suitably impressed by the multiple independent cliff areas! Well done!

Actually it surprisingly ain't that hard, it's mostly trial and error, some Cliffparts are constantly making Glitches so you gotta figure out which ones and just don't use them. Back in 2012-13 when I first made maps and tried my first Cliffarea, it took me almost a day to figure it out, but with the instant set and reset World Raise Button (Default "U") it is actually quite easy now and so it's possible to get all the Cliffs and World Raises done in like an hour. Huuuuuge improvement ;)

-Zombie

Subject: Re: Aw: Re: BigMaps Editing
Posted by [townltu](#) on Wed, 13 Jun 2018 01:04:16 GMT
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Zombiehunter wrote on Wed, 13 June 2018 02:59

... some Cliffparts are constantly making Glitches so you gotta figure out which ones and just don't use them. ...

May i ask which frames of the sti/jsd respectively cliffs from which tileset folder cause the glitch? I noticed different sizes of the L_cliff.jsd files in different subfolders of \tilesets, while all the related sti files appear to be identical, perhaps you can fix the glitch by using one of the 3 .jsd files in all subfolders, just dont ask me which one.

Thinking about it iirc there appeared to be another .jsd inconsistency, but cant remember details

Subject: Aw: Re: Aw: Re: BigMaps Editing
Posted by [ATigersClaw](#) on Wed, 13 Jun 2018 07:59:43 GMT
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Gosh dangit Zombiehunter, your maps are incoming like an airstrike, awesome.
I really like the border setup, especially the last part with the border passing area.

Subject: BigMaps Editing
Posted by [Zombiehunter](#) on Wed, 13 Jun 2018 10:01:35 GMT
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townltu wrote on Wed, 13 June 2018 01:04Zombiehunter wrote on Wed, 13 June 2018 02:59
... some Cliffparts are constantly making Glitches so you gotta figure out which ones and just don't use them. ...

May i ask which frames of the sti/jsd respectively cliffs from which tileset folder cause the glitch? I noticed different sizes of the L_cliff.jsd files in different subfolders of \tilesets, while all the related sti files appear to be identical, perhaps you can fix the glitch by using one of the 3 .jsd files in all subfolders, just dont ask me which one.

Thinking about it iirc there appeared to be another .jsd inconsistency, but cant remember details

It's not that big a deal, we're talking about 3-4 Pieces, tops. While it would be nice if everything worked like it's supposed to, I can live with it, as it is now. Not to mention that I doubt that the Work/Benefit ratio would be very high ;) After all, I can compensate every glitching Piece with another one and nobody would notice :d

Apart from that, I am having a very creative phase right now, busying myself with the very tiring and frustrating part of trying to figure out what went wrong with the Cliff-Tilesets and fixing it, would probably harm my motivation ^^

ATigersClaw wrote on Wed, 13 June 2018 07:59Gosh dangit Zombiehunter, your maps are incoming like an airstrike, awesome.
I really like the border setup, especially the last part with the border passing area.

Like I said Phase of Creativity and after all by now I got a System on how I optimized the Workload, so Wilderness-Maps 2-3 Days at the moment, City-Maps yeaaaaah depends on the City ^^
Balime will probably a slight pain in the ass ;)

-Zombie

Subject: Re: BigMaps Editing

Posted by [Zombiehunter](#) on Thu, 14 Jun 2018 23:34:10 GMT

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INBOUND!

Another Update:

Just finished Map No. 9

The Lakearea East of Alma, on the Southern End I tried to simulate a little Waterfall, there are also four Springs which are feeding all the Rivers and Lakes right up to Drassen Lake. A perfect quiet spot for going fishing amidst all the Chaos surrounding you in Arulco :d

stay tuned

-Zombie

Subject: Aw: Re: BigMaps Editing

Posted by [ATigersClaw](#) on Fri, 15 Jun 2018 06:36:43 GMT

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Yay, finally a place to recuperate oneself.

As an inspiration, maybe a small abandoned fishing shack along the shore would round off the scene.

Subject: Re: Aw: Re: BigMaps Editing

Posted by [Zombiehunter](#) on Fri, 15 Jun 2018 08:18:59 GMT

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I already thought about that, but after a long consideration I decided against it.

Don't be so spoiled, just bring a sleeping bag :d

-Zombie

Subject: Re: Aw: Re: BigMaps Editing

Posted by [Zombiehunter](#) on Sun, 17 Jun 2018 21:18:38 GMT

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Update Time:

This was by far the most difficult map to design, I had to delete the first try and start all over because the beloved Cliffs gave me Glitches like hell, but now it's fine and finished.

I hope it will be as nightmarish for you to play as it was for me to design hehehe ^^
On this map you will have some CQB action even without it being a citymap

stay tuned
-Zombie

Subject: Re: Aw: Re: BigMaps Editing
Posted by [townltu](#) on Mon, 18 Jun 2018 01:44:07 GMT
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I can only hope that there are sufficient options for my commando frogmen to access the higher ground,
as those passages appear rather narrow for spies to pass hostile officers successfully.

Not sure whether i should give positive feedback, it may make the next map even harder :d

Subject: Aw: BigMaps Editing
Posted by [ATigersClaw](#) on Tue, 19 Jun 2018 06:39:16 GMT
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Do my eyes spot a mine entrance?

Subject: Re: Aw: BigMaps Editing
Posted by [Zombiehunter](#) on Tue, 19 Jun 2018 14:22:39 GMT
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I don't know, perhaps yes, perhaps no

If there might be one, I dare you to enter ^^

-Zombie

Subject: Re: BigMaps Editing
Posted by [buuface](#) on Fri, 22 Jun 2018 01:49:55 GMT
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hi Zombiehunter.

Just a quick word of thanks for your continued work on BigMaps. Looking great! I hope your creative streak will continue.

Cheers (+)
