



# Overviews



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This will describe to you how to make the new V1 Level OverView (the radar, mini-map) The process is broken down to three main steps, capturing, editing, implementing.

## Make the raw overview image

1. Start the game. Click **Options** and switch to the **Video** tab. Change **Resolution** to "1280x1024" pixels and the **Aspect Ratio** to "Normal".
2. Load the new level with the map `<mapname>` console command and enable `"sv_cheats 1"`.
3. Bind the screenshot command to a key, etc. `"bind p screenshot"` using the console. This allows you to get an uncompressed TGA screenshot, rather than a JPG with compression marks.
4. Remove any HUD elements with console commands `"cl_drawhud 0"`.
5. Remove disturbing world effects `"r_skybox 0; fog_override 1; fog_enable 0; r_drawstaticprops 0"`
6. Turn on Full Brightness by using `mat_fullbright 1`
7. Move in spectator mode to a position where you can see the whole level from above. For multi level maps, move to the middle area of your "floor"
8. Switch to orthographic mode with the console command `"cl_leveloverview x"`, where x is the scale factor.
9. Set `"cl_leveloverviewmarker 1024"` to show a red helper line on the right. You will need to briefly toggle `cl_drawhud 1`, line it up, and then toggle the hud off again.

Several people have commented that the red line does not appear when doing this at 1280x1024 resolution. If you don't see the red line, read the **No red line** section below.

10. You can move around while `cl_leveloverview` mode is on. You are still in spectator mode and moving, so move the arrow keys to change the position. Now change scale so the map fits into the square defined by the red line. The right edge of your map should be on the left of the red line, anything to the right of the red line will be chopped off in a later step. Here is a screenshot how it would look for the map `dys_vaccine`



11. The current projection data (position and scale) will be updated in the console, eg "Overview: `scale 6.00, pos_x -2651, pos_y 4027`"

12. Once everything is perfect, take a screenshot (using the key you bound to "screenshot") and **write down** the projection data values. You will need them in a later step.

13. Switch back to normal view `cl_leveloverview 0` and move to the next "floor" in your map. (If your map is only a single floor, then ignore this, if your map has multiple floors (areas ontop of areas, such as `dys_vaccine`, or `dys_silo`, then take a screenshot so that your upper areas are visible)

### No red line?

If you don't see the red line appear at step 8, make sure you have set `cl_drawhud 1` (turn this off again before taking the screenshot though). After this, if you still can't see the line, you may want to try starting over but use 1024x768 resolution instead of 1280x1024. Set `"cl_leveloverviewmarker 768"`.

## Edit the overview image

1. Close Dystopia and open the screenshot(s) in an image editor. Screenshots are found in the `"(Steam directory)\(username)\dystopia\dystopia\screenshots"` directory. Using the image editor, remove the unused border right of the red line so the image size is reduced to 1024x1024 pixels. Look for any option to reduce the "canvas size", you do not want to resize the image, but rather crop off the right side so you're left with a perfect square 1024x1024 or 768x768. It MUST be square and its dimensions must be a power of two, or Vtex will give an error.
2. If you had an issue viewing the red line and used the "1024x768" mode, make sure the image size is a power of two. Resize your image to 512x512 or 1024x1024 or Vtex will fail.

3. [Download Overview Template](#) This is a template used to re-create the v1 overviews used in the official maps. Take out all of the background material

--Add steps about border and alpha transparency. --

4. Save it as a TGA image with the same name as your .bsp file, in your material source folder (eg. `"SourceMods\Dystopia_v1\materialsrc\overviews\mapname.tga"`).

5. If you are using Photoshop, you can instead download the "VTF-Plugin for Photoshop". You then select "Save as" from the menu, change the file type to .vtf and give it the exact same name as your map. Click OK and a box will pop-up. Select "Clamp S", "Clamp T", "No Compression" and "Eight Bit Alpha", and then select OK. Be sure to select where available No-MipMaps, this will reduce the size of your overview greatly.

## Create the material files

1. Convert your image into a vtf using Vtex. (See Vtex for step-by-step instructions on how.) The texture file should end up as `SourceMods\Dystopia_v1\materials\overviews\mapname.vtf`.

2. In the same folder as this texture file, using a text editor, add a new VMT file called `mapname.vmt`, which should look like this:

```
"UnlitGeneric"
{
    "$translucent" "1"
    "$basetexture" "overviews/mapname"
    "$vertexalpha" "1"
    "$no_fullbright" "1"
    "$ignorez" "1"
}
```

3. Finally, in a text editor, create a text file called `mapname.txt` in `\resource\overviews\` (eg. `SourceMods\Dystopia_v1\resource\overviews\dys_vaccine.txt`) that contains the necessary projection data:

```
"mapname"
{
    "material" "overviews/mapname" // texture file
    "pos_x" "-2651" // X coordinate,
    "pos_y" "4027" // Y coordinate,
    "scale" "6.0" // and used scale used when taking the screenshot
    "rotate" "0" // map was rotated by 90 degrees in image editor
    "zoom" "1.3" // optimal zoom factor if map is shown in full size
}
```

## Multi-Level OverViews

Now that you have your overviews you need to "stack" them. The order is very important as it starts with the TOP FLOOR FIRST

```
"mapname"
{
    "floorname" //This can be anything, but should be there
    {
        "material" "overviews/dys_map_topfloor"
        "pos_x" "-1337"
        "pos_y" "31337"
        "pos_z" "100" // Minimum Altitude to be in area
        "scale" "6.0"
        "rotate" "0"
        "zoom" "1.3"
    }
    "floorname2"
    {
        "material" "overviews/dys_map_basement"
        "pos_x" "-1337"
        "pos_y" "31337"
        "pos_z" "-200" // Minimum Altitude to be in area
        "scale" "6.0"
        "rotate" "0"
        "zoom" "1.3"
    }
}
```

## See also

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