I use GIMP to create the mini-map.

First of all, I open a screenshot of the whole map and scale the height up to 155.57%.

🥶 Scale Image		×
Scale Image MAPA9999_original.BMP-1		
Image Size		
<u>W</u> idth:	100,00	
H <u>e</u> ight:	155,57	
X resolution:	72,000	
Y resolution:	72,000 • pixels/in •	
Quality		
Interpolation:	Cubic	•
Help	<u>R</u> eset <u>S</u> cale	<u>C</u> ancel

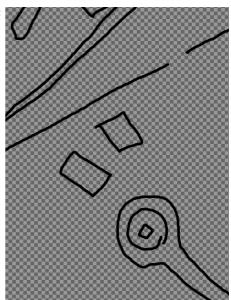
Then I create a new transparent layer.

🐵 New Layer 🔀		
Create a New Layer MAPA9999_original.BMP-1		
Layer <u>n</u> ame:	New Layer	
Width:	1000	
Height:	1556 × px v	
Layer Fill Type		
O Foreground color		
O Background color		
O White		
Transparency		
Help	QK <u>C</u> ancel	



On this layer I draw the basic shape of all objects on the map.

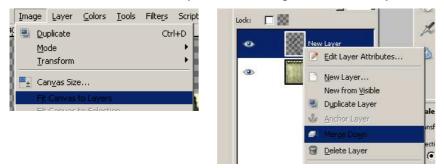
When I'm finished, I delete the first layer (= the screenshot of the map).



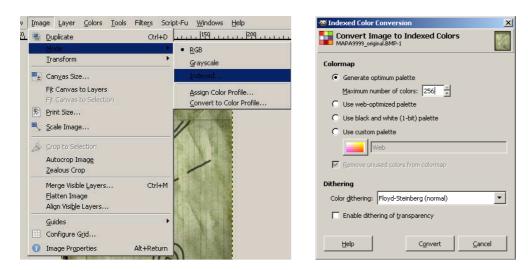
In the next step, I insert a blank LIBR*.BMP and scale the layer down, so it fits. (Remember the width of this layer, you'll need it later)



Then I fit the canvas to layers and merge down the layer.



Finally I convert the image to 256-colors and save it as LIBR9999.BMP. (rename the blank LIBR mask to LIBR9999_MASK.BMP)



I use the Bmp2Rle.class to create the RLE. Usage: java Bmp2Rle

Last step: I add this line to the .MIS .MAP [.SCALE 0.122 .XY [39 34] .BITMAP LIBR9999.RLE] and adjust the scale factor and the offset.



.MAP [.SCALE 0.122 .XY [39 34] .BITMAP LIBR9999.RLE]

Map dimensions: 1000x1000
Dimensions of scaled map: 122x190
Scale factor: 122/1000 = 0.122

