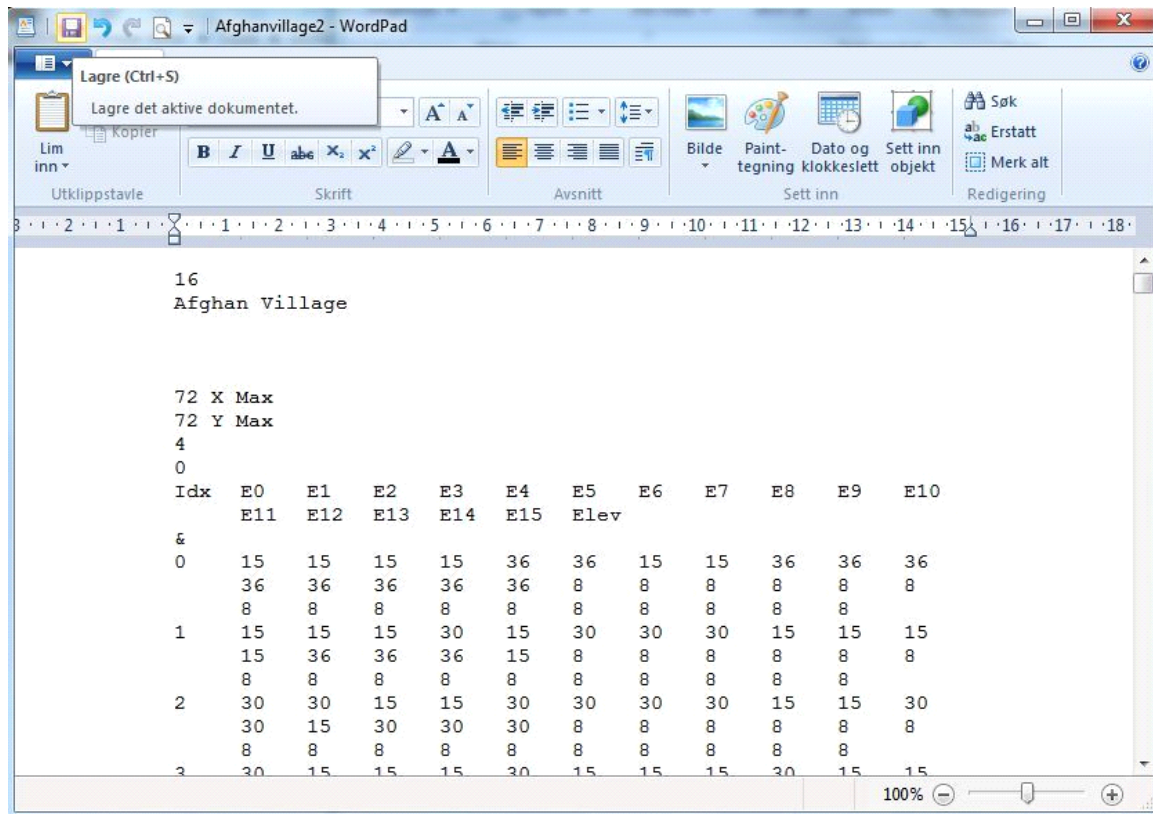
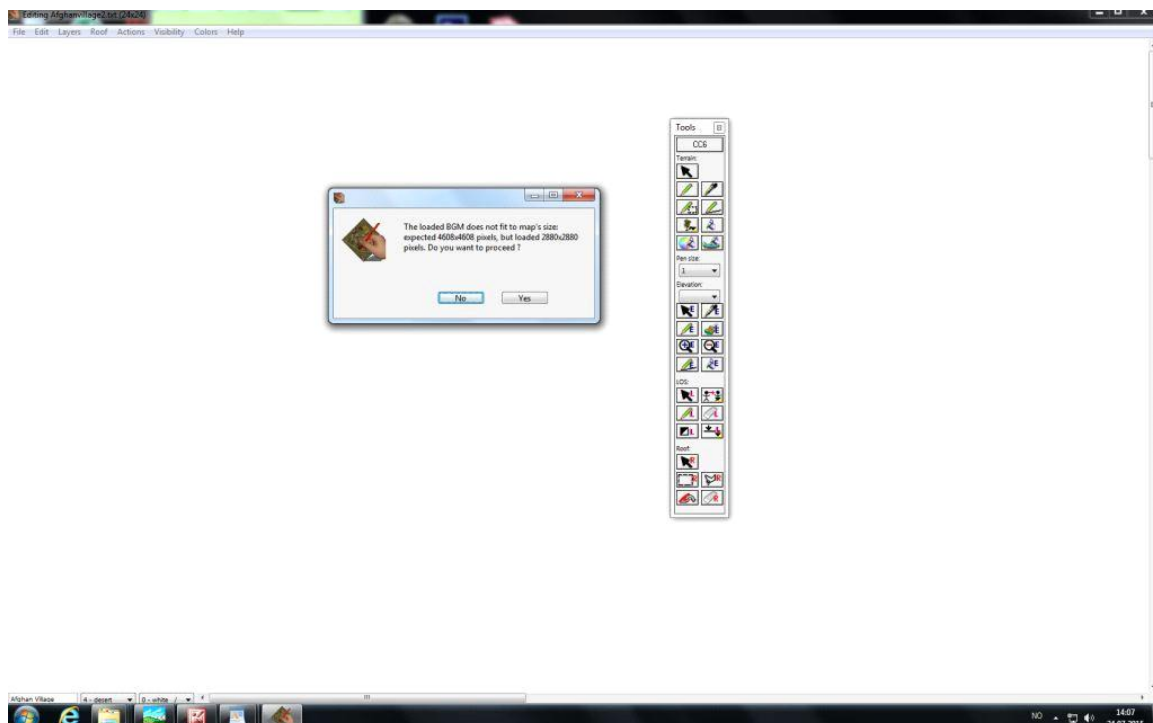


(And from GTC/PITF to "Standard")



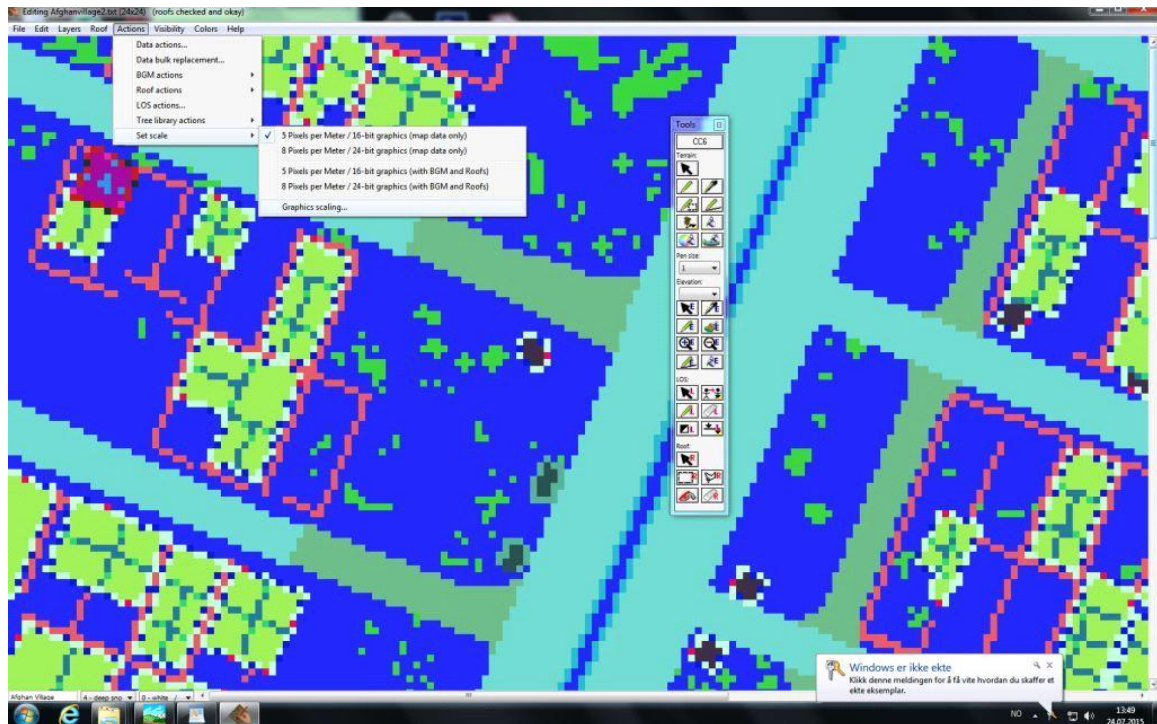
4. Open 5CC and open Afghanvillage2. - Pay attention to the pop-up box and note down the dimensions 5CC expected.



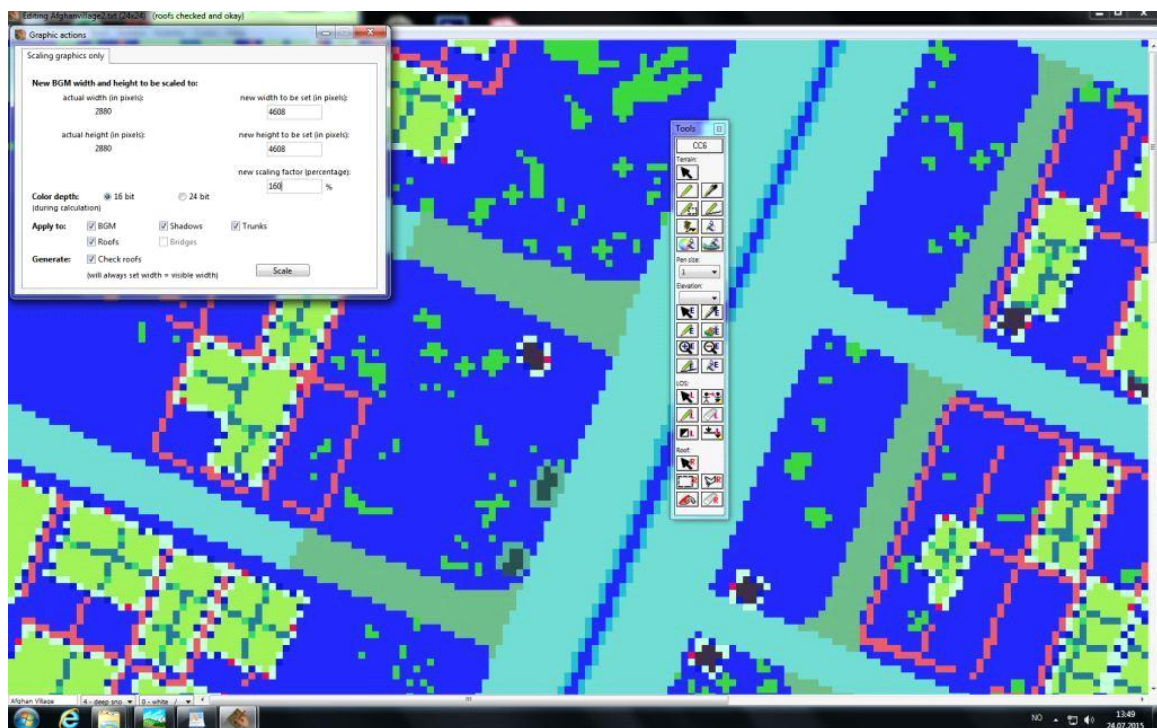
5. Click "No". - You do not want to proceed.

6. Open Afghanvillage2.txt, change the 16 back to 10 (Reversing step 3) and save.

7. Open 5CC and Afghanvillage2 again. Go to Actions - Set scale - Graphics scaling.

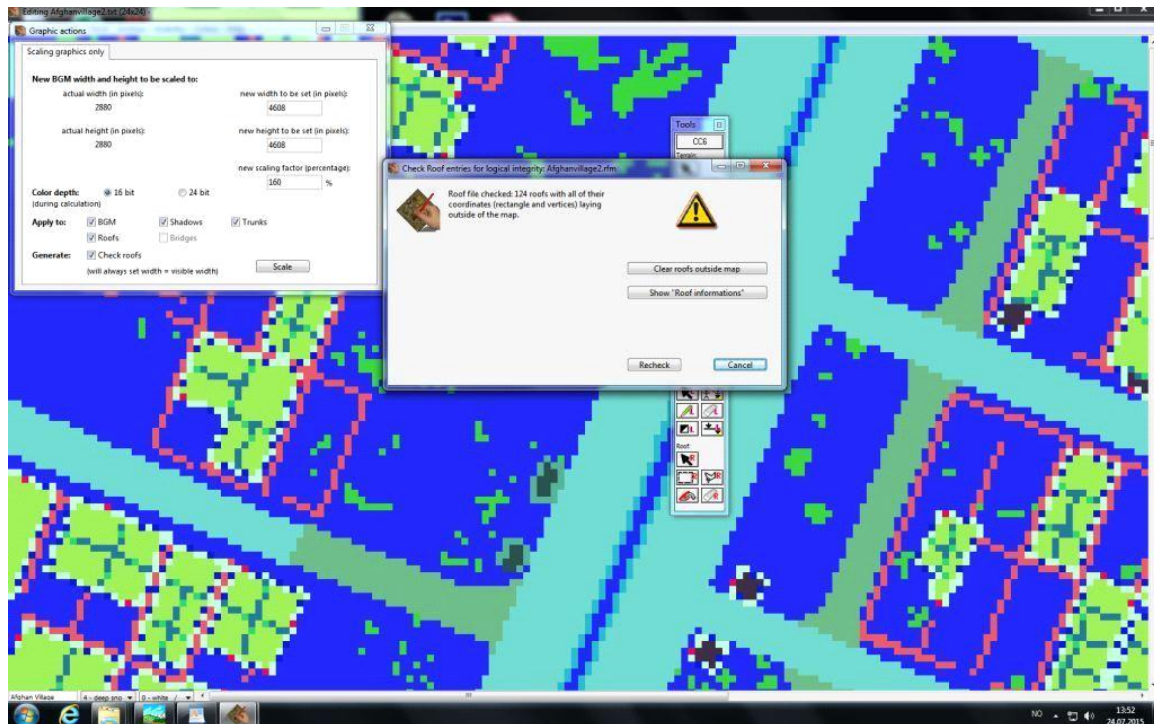


8. Plot in the dimensions you noted down in step 4 and click scale.

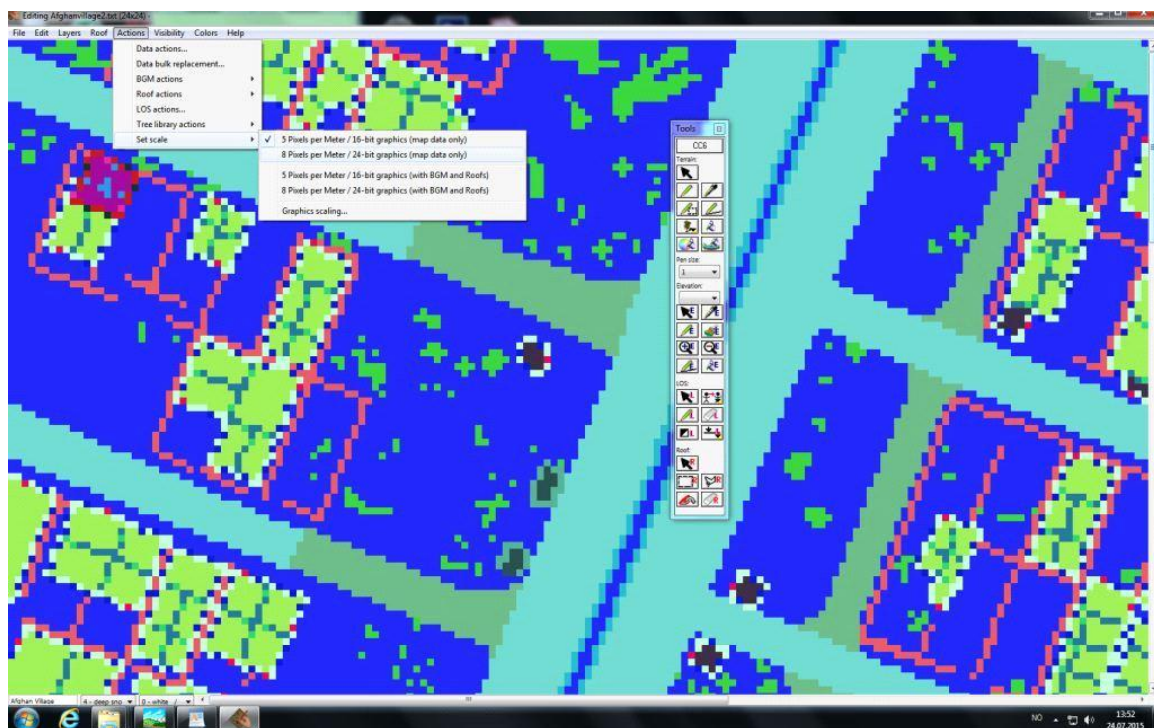


9. A roof warning could pop up during scaling. - Click cancel this.

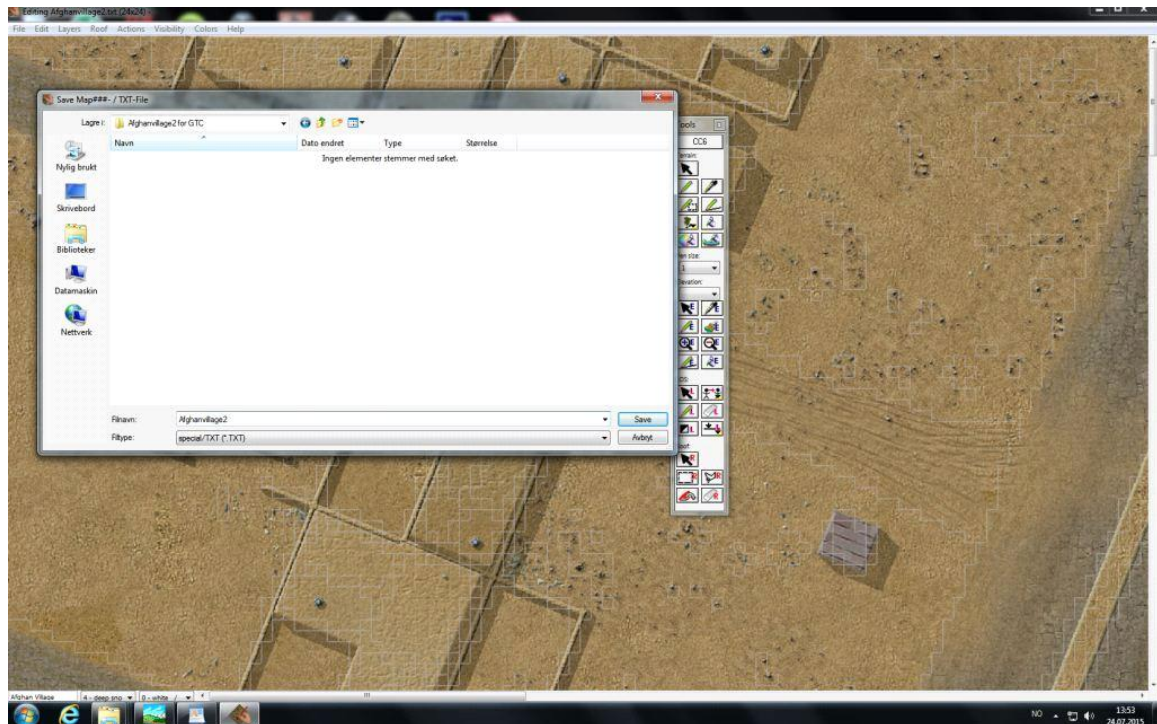




10. Go to Actions - Set scale : Change this from 5 to 8 pixels pr.meter.



11. Save your map to a new folder.



12. For a quick test: Put it in the map folder of your game, backup original map00 and rename your new scaled map to Map00. (Use the Original .BTD file)



For a quick test: Put it in the map folder of your game, backup original map00 and rename your new scaled map to Map00. (You can use the Original .BTD file – Just make sure that the map you have modded are smaller than the original Map00.)

Good luck scaling any of the hundreds of Close combat maps available online.

Tutorial by: SchnelleMeyer.