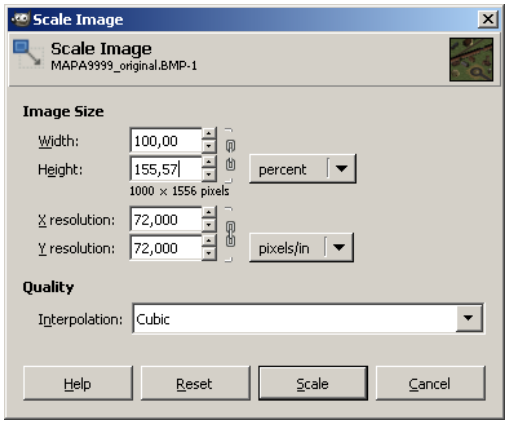
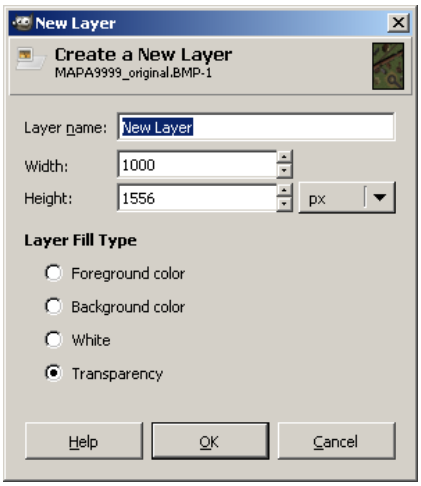
I use GIMP to create the mini-map.
First of all, I open a screenshot of the whole map and scale the height up to 155.57%.

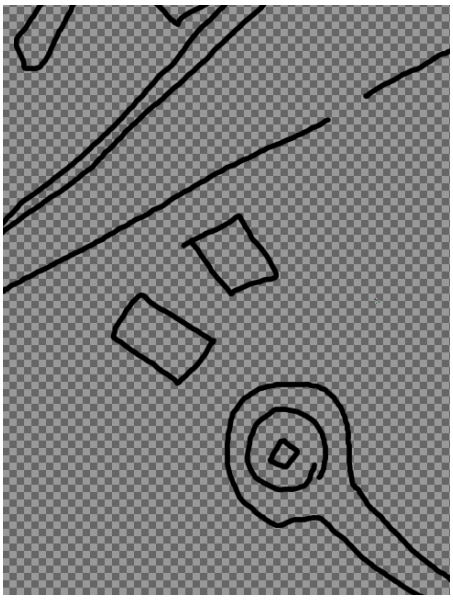


Then I create a new transparent layer.

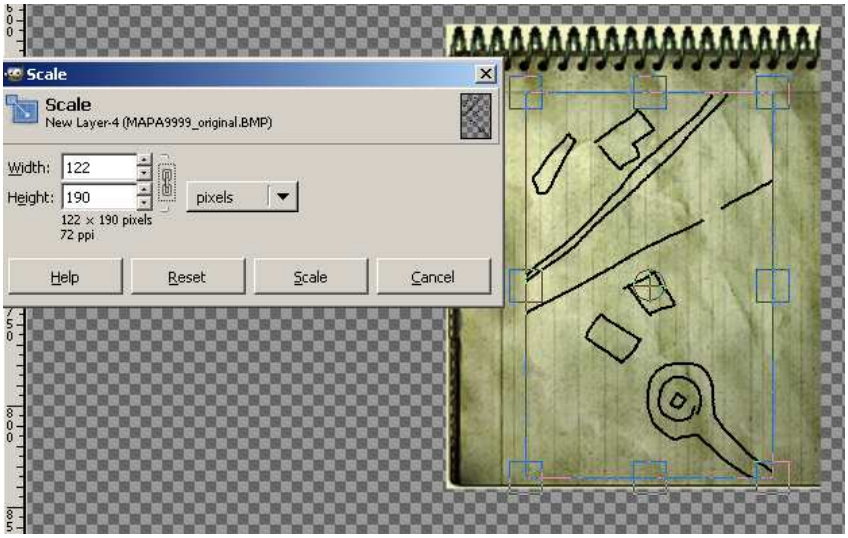


On this layer I draw the basic shape of all objects on the map.

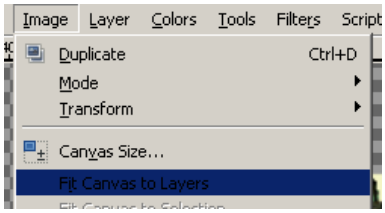
When I'm finished, I delete the first layer (= the screen-shot of the map).

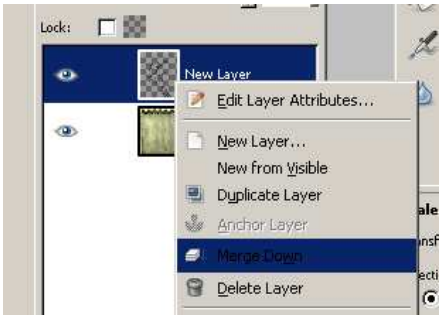


In the next step, I insert a blank LIBR*.BMP and scale the layer down, so it fits.
(Remember the width of this layer, you'll need it later)

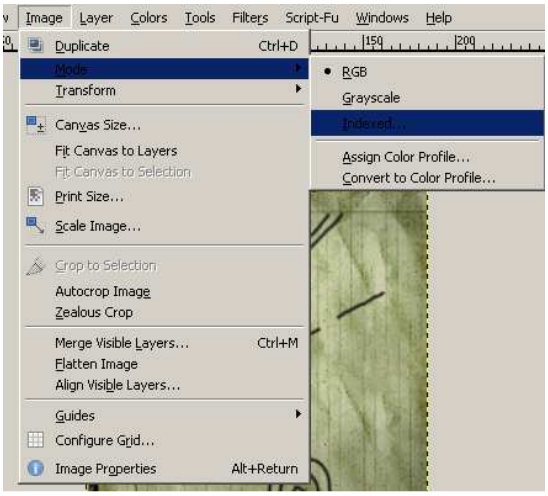


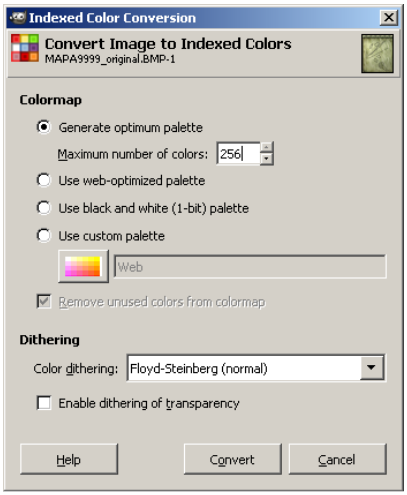
Then I fit the canvas to layers and merge down the layer.





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
```