
FULL SCREEN MAP DELUXE

FOR "ESCAPE VELOCITY: NOVA"

(Version 1.0)

INTRODUCTION

Escape Velocity: Nova. The final game of the classic space exploration trilogy. Preserved by its dedicated fans for decades after its developing and publishing studios shut down. With modern technology, the game has continued to run on machines that never existed when it was made, gaining new quality-of-life features like smart resolution on Windows, compatibility and performance patches, and more. It seems there is nothing *EV Nova* cannot do...

Except display the map at a size appropriate for larger screens. What's up with that?



A BRIEF TECHNICAL EXPLANATION

Every window drawn within the game is a fixed size and position, determined by the DITL resource hardcoded to that element. The game is not capable of scaling window sizes to match the resolution. However, thanks to the advancements in the *Community Edition* of *EV Nova*, it is possible to assign an arbitrary scaling factor to the game's GUI by editing the parameter "gu_scale" in the file "ddraw.ini" that is bundled with the game. This works great in Windows and Linux (using WINE), and is built into the settings interface in WineNova (the unofficial modern Mac version). This helps a lot.

But sometimes you still need more.

Enter *Qaanol*, a legendary figure in the history of the *Escape Velocity* community. His solution was simple: offer a range of plugins that allowed you to resize the map much larger and to different aspect ratios, even as large as filling your entire screen.

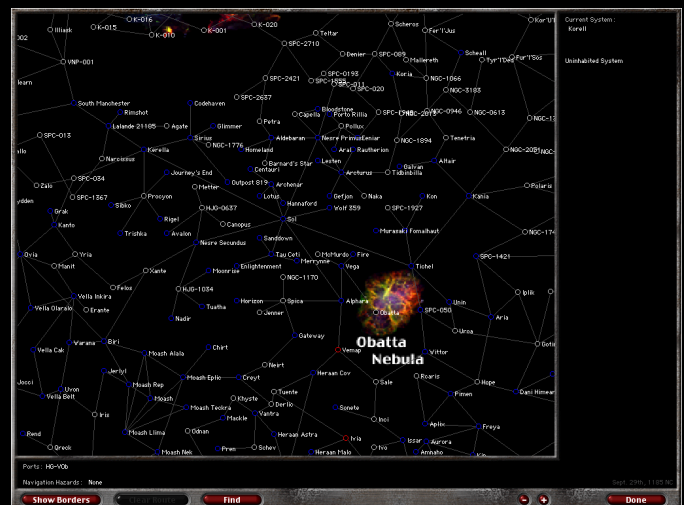
I'll just let *Qaanol* explain a bit about the original "Full Screen Map."¹

FULL SCREEN MAP

When you install Full Screen Map and run *EV Nova*, the map will expand to fill your screen. Soon you'll wonder how you ever played without it.

This suite comprises the Full Screen Map plug-in for *EV Nova* and seven Map Size plug-ins. Each Map Size plug-in fits the map to a different screen resolution. The plug-ins in this suite are compatible with all other plug-ins, but only one Map Size plug-in should be used at a time.

There is a known bug with the "Show Borders" map function. It is recommended that you leave borders hidden when using Full Screen Map.²



¹ The following is taken from *Qaanol's* original documentation.

² This is no longer the case. The *Community Edition* has patched this, and now a map object as large as 1920x1080 can display all borders without issue.

Supported Screen Resolutions:

800 x 600
1024 x 600
1024 x 768
1280 x 800
1280 x 1024
1360 x 768
1440 x 900
1680 x 1050
1920 x 1080
1920 x 1200

Questions, comments, bug reports, suggestions for screen sizes to accommodate, donations of images for map windows in other color schemes, humorous limericks, and recipes involving grilled Atlantic salmon may be sent on the back of a twenty dollar bill to qaanol@gmail.com and I will do my best to reply.

~Nevin "Qaanol" Brackett-Rozinsky

INSTALLATION PROCEDURE

Warning: Do not use a map size larger than your screen, or the window in which you run EV: Nova.

Caution: Do not run EV Nova in a window when your screen resolution is less than 1024x768.

Attention: ~~For best results, do not use the "Show Borders" map function.~~

Danger: Contents under compression. Resource fork may blow off forcefully. To avoid serious injury, point plug-in away from people and faces when unstuffing.

Windows Installation

1. Place "Full Screen Map.rez" in your Nova Plug-ins folder.
2. If you run Nova at full-screen, place the "Map Size" file matching the screen resolution at which you run EV: Nova in your Nova Plug-ins folder.
3. If you run Nova in a window, place either "Map Size 800x600.rez" or "Map Size 1024x768.rez" in your Nova Plug-ins folder, depending on how big the window is.

OVERVIEW

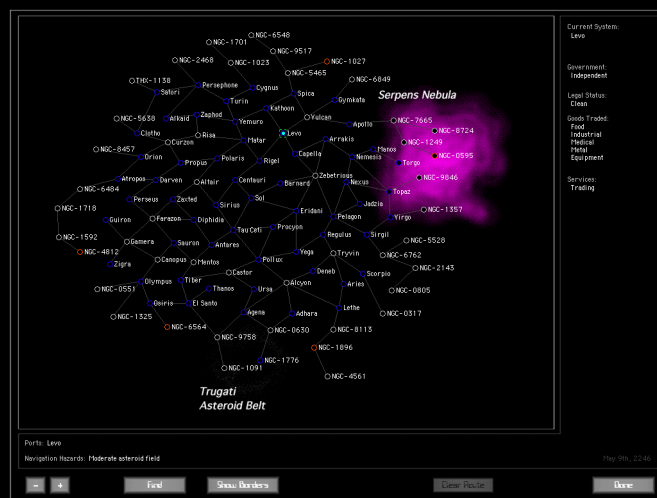
After installation, you should have two files in your Nova Plug-ins folder: one Full Screen Map file and one Map Size file. When you launch EV: Nova the Qaanol logo will be added to the opening screen and the words “With Full Screen Map” will appear on the splash screen. When you enter a ship and view the map, the map display will cover the whole screen.

Congratulations, you have successfully installed Full Screen Map, and may enjoy the extended visibility it grants.

WHY IS THIS THE “DELUXE” EDITION?

I am so glad you asked. While Qaanol’s work was impressive and thorough, and has been a mainstay for literally decades now, The windows made by his plugins are distinctly themed for *EV Nova*, and feel out-of-place when playing content ported to the game that was originally built for *EV Classic* or *EV Override*.

Additionally, the button layout for the previous EV games was arranged differently, and neither of the previous game engines supported the “borders” feature, where color-coded boundaries are drawn around systems to indicate what in-game government currently owns them.



Because of these reasons, using Qaanol’s plug-ins with legacy scenarios always felt a little off. At least to me. So I’ve wanted to do this a long time, and finally got around to it.³

The *Deluxe Edition* of *Full Screen Map* includes all of Qaanol’s maps, along with Classic-themed offerings. The button layout has been adjusted to mimic the *Classic* style. Two variants are available: One with a visible button for toggling borders, and one without. So depending on the legacy content you are playing, there’s a map in a bigger size for you.

³ It’s amazing what a better bed can do for your energy. If you’re having trouble sleeping, make the investment.

INSTALLATION

The instructions given by Qaanol earlier hold for these plugins as well. Just choose the plugin that fits your size and layout preferences, and install it in the “Nova Plug-Ins” folder in your “EV Nova” folder, or the corresponding folder of the scenario you are playing (if using the nplay feature in Windows or WineNova). There is no additional file to replace the splash screen, as these plugins are meant to be used with any *Classic* or *Override* scenario of your choice. Do note that if using a GUI Scale setting other than 1, the map screen will be scaled in addition to the size set by the plug-in.

ACKNOWLEDGMENTS

Thank you to the *EV Nova* community for your tireless efforts in keeping this game alive through making new content, porting old content, improving the game, or spreading the word. You guys make this worth it.

Special thanks to Qaanol for the original plugin set, and the inspiration to make this.

FINAL WORDS

These plugins are provided without warranty, free of charge. Feel free to use and modify them as you see fit. If you choose to integrate any of these plugins into scenarios or ports you are making, please acknowledge “Full Screen Maps Deluxe” as the source. No particular reason, I just enjoy reading that my hobby projects were useful.

You are clear for takeoff, Captain.
Godspeed.

- - Geek.