

Hi

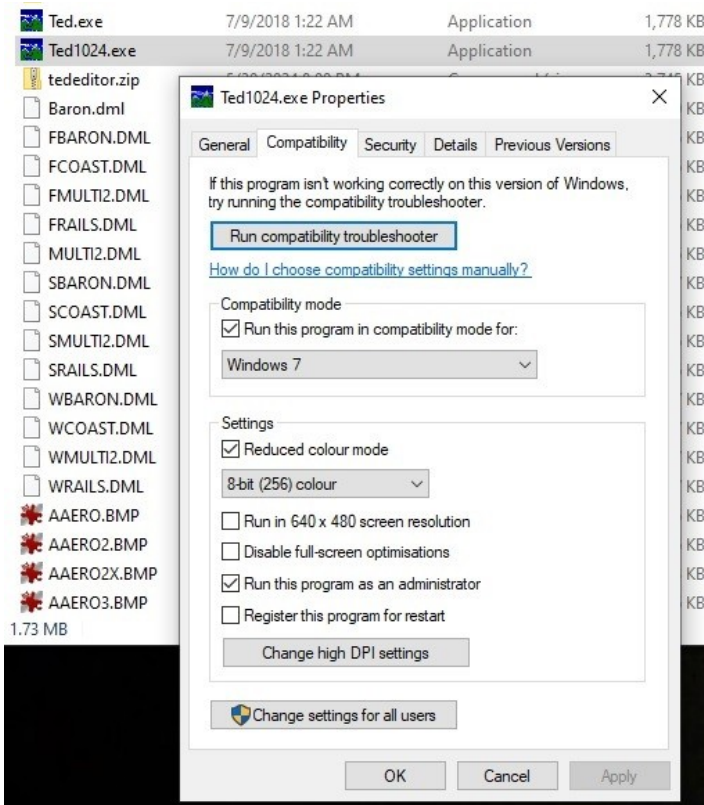
TED editor is the terrain editor for redbaron  
it is a very old piece of software. 1996.  
you can run it, but it needs something close to 1996.

[edit May 2024]

I managed to get it to work on windows 10 :-)

right click on ted.exe, choose compatibility  
see below what I have:

*set version to run as windows 7  
run as admin  
set to 256 colors*



my screen is still on normal : HD 1980x1080  
the rest of this is probably still true.

the scale for the redbaron maps (flanders, as example ) displayed can be set: click menu->edit => World Scale.

It is approx 27 meters (or 88 ft for the non-metric anglo's ) per "Grid file unit";  
what is that ? Glad you asked ...

The length / width of a ted is 16 blocks (real maps, not the island. island is smaller)  
block. One block is covered by 16x16 bitmaps (the size of this level 3 bitmap is 256x256 pixels).  
One pixel is 64x64 coordinate unit = the level 3 bitmap is the Grid file unit.  
So: ted length=16(block)x16(bitmap)x256(pixel)x64(unit)= 4,194,304.

Anyway, using that scale gives you 156 kilometers by 156 kilometers, which is the correct size for  
the redbaron maps

(excluding island )

One single level 3 tile is then approx 300 meters, which is about right ( a thousand feet )

see it to believe it. :-)

