Create a vista map from the original one (rev0.3 / 02.06.21) *(by -ˋLemmy1916ˊ-#0227)*

The idea is to use Bannerlord's 16k vista to texture your campaign map more easily
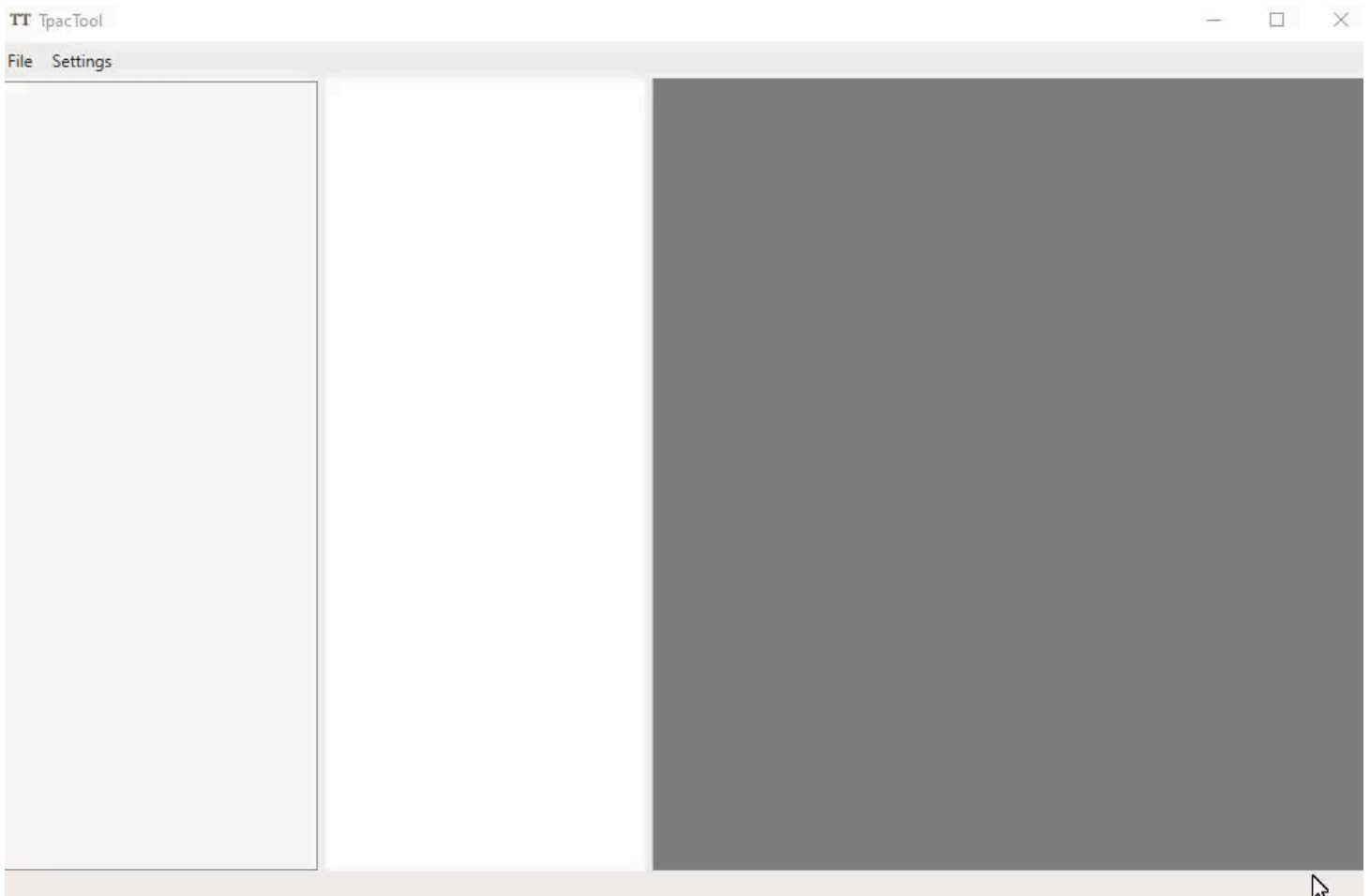
You need :

- Tpac tool *(or direct download the vista with the link)*
- Photoshop or a free software like gimp
- Lots of rum, ice and cola

1. Tpac tool
[Download the tpac tool](#) to extract the main vista map

\STEAM\steamapps\common\Mount & Blade II Bannerlord\Modules\Native

OR DOWNLOAD THE VISTA HERE : MAIN_MAP_AREA

2. Your work model

From there, it is up to you to see how you are going to work, on what methods :

Create a vista on photoshop and build your map on the engine

or

Work on a google image if you make a country that already exists

or

Work on your material_map (very hard) exported from the engine.

For this exemple, i'm using a google map and I'll paint on a top layer.

1. Open the google map picture and resize it to the same size as bannerlord's vista (you can also make a custom size, I personally work on calradia's map on the engine to make it easier so I have the same dimensions)

(16384px = 16k)
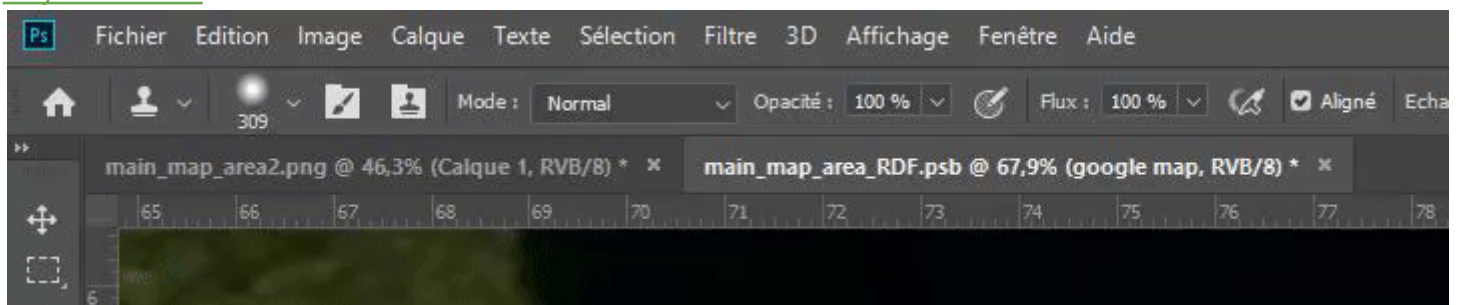
2. Create a new layer up to this one
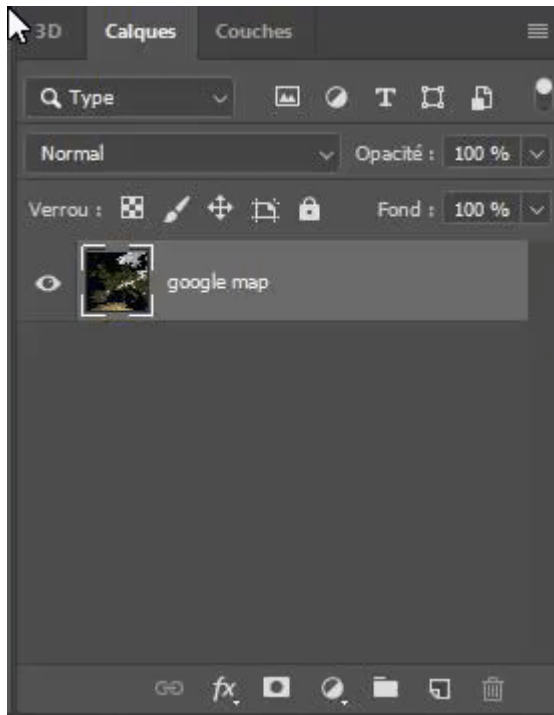
3. Become a stamping hero !

Now all you have to do is create your vista by copying areas from Calradia and pasting them onto your layer.
Open the calradia vista on a second windows (best if you have a second monitor)

Photoshop keys :
- S : To activate the stamp tool
- Left alt + left mouse click : define the point from which to copy
- Left mouse click on your layer *(press and hold)* : paste from the point you have define
- Ctrl-Z : undo
- Ctrl-Y : Redo

Play with tools :

Short video "how to do this" :

https://i.gyazo.com/d2ea0081b1c6d22301de5751cc66c494.mp4