

## Applying Textures Tutorial

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- 1) Click on texture in the top bar (lowest line)
- 2) press the new button (next to the red X)
- 3) type name (sand in this one ) and high light it
- 4) press edit surface types
- 5) press add under the surface type head
- 6) rename it too sand
- 7) surface type settings, use the drag menu for the correct sound (for here this one is a beach so MAT\_SAND\_WET)
- 8) detail texture, press the ... and find a good one (textures\terrain\detail\detail\_sand.bmp)
- 9) press ok
- 10) press ok
- 11) press the black square and find a good texture (textures\terrain\e3\_sand\_wet.bmp)
- 12) for layer mask auto generation (altitude) set start 0 (auto), then pull over slider too lets say 30 and press set end, (slope) 0-90 (0-255 in here) dergrees... makes you decide the minimum and maximum gradiant for slopes, for beach use 20 or so  
\* for painting uncheck the auto gen. and press ok and go to the right bar to the terrain paint option and select the brush you want and apply it
- 13) Press ok
- 14) Repeat for other textures, vary slope min/max and altitude min/max so that high cropings or steep cliffs have stone etc..
- 15) Go to file and press generate surface texture