

Vegetation Tutorial

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- 1)** Go to terrain in rollupbar
- 2)** Press vegetation
- 3)** Press the 4th button from the left under the vegetation head
- 4)** Type a name for the group you want to use (example tree's)
- 5)** Press ok
- 6)** Click the blue + (first button from the left)
- 7)** Add the tree's you want from \objects\natural then press ok, there are mutlipe folders there, depending on what kind of trees you want (repeat till you have all trees you want for this group)
- 8)** Click on the added tree, scroll down till you see the properties, main properties are Density, ElevationMin/Max and SlopeMin/Max. Density should be varied to fit number of diff trees in group fe. 3 if you have 5 different kinds, more and you will get too dense a forrest. Elevation and Slope are the min / max of those that plants will appear on. (also repeat till you set all acording to what you want)
- 9)** Scroll back up and select the proper size brush and press paint objects
- 10)** White squares will apear most of the time dont be alarmed
- 11)** Go to environment and scroll down till you see apply, press it and all squares will be turned into the correct trees

Note, for a better quality of vegetation arround instalations etc, use the simple entity feature for best results