**Textures**

**Ok, now there comes structure in youre map!  
Don't give up now! it just becomes fun!  
We're gonna let this map look super! But the only way to do this is to listen verry well to what i say!  
Ready???**

**Los gets! (Let's go!)  
  
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**This wont be an easyone!!!  
Let's begin with aplying the textures!  
Switch to texture set central\_europe (go to textures/central\_europe, THIS IS THE LAST TIME I'M SAYING THIS!!!) and search for a texture you want for your walls.  
Now hold control and shift and in the 3D view click on the 4 walls (on the inside of your room!!!You can walk around in 3D view by holding shift and hold richt-click),   
Now click on the texture you want and the side of the wall you clicked on wil be collored (only if you held cntrl, if you held shift, you would have collored the whole wall), now do the same for the roof and the floor! Isn't it perfect?! This is how mine looks:**



**I know the picture doesn't looks that good, but in real it looks better!**