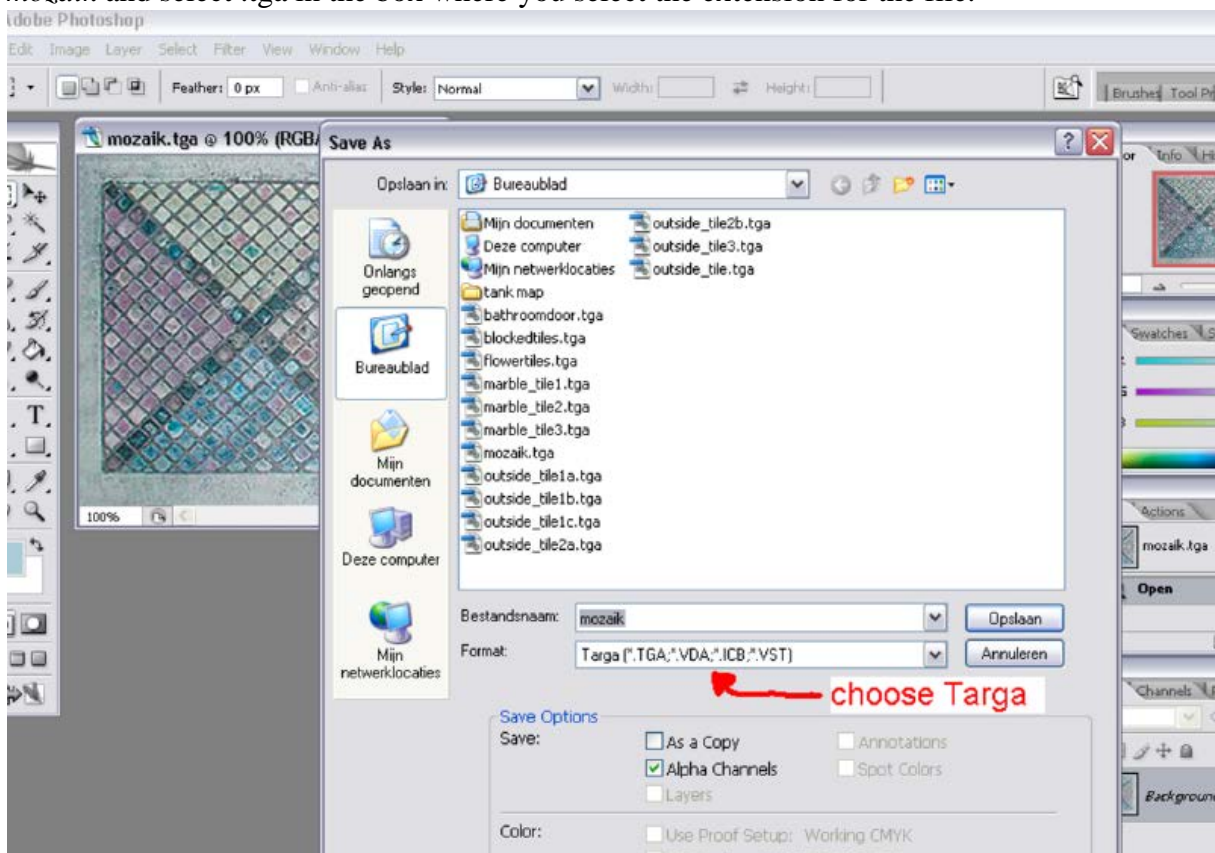


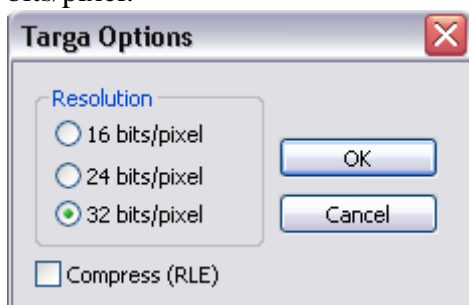
Since a lot of people keep asking on how to make custom textures for their maps, I thought I should make a tutorial on doing this. A tutorial on making *multiple* custom textures.

1. First off, you need [PakScape](#). Click the link to download it. Or, if you have it already, go get some candy or whatever and wait with me till all those others have downloaded it as well. :ZZZZ:

2. Ok, now, make your own texture in Photoshop or whatever program, doesn't really matters as long as it supports saving files a *.tga, with 32 bits/pixel. You could of course also try searching the internet for custom textures. For example, try searching google for tiles if you want tiles. Ok if you have made your custom texture(s), or if you have found 'em on the internet, save them as a *.tga file on your desktop. In photoshop go to File->Save as... Now you can give a name and a file extension for your picture. Choose a filename, for example, *mozaik* and select .tga in the box where you select the extension for the file.



If you now click save, you will be prompted with a window asking you with how many bits/pixel you want to save the image. We need to save it as a 32 bit file, so choose 32 bits/pixel.



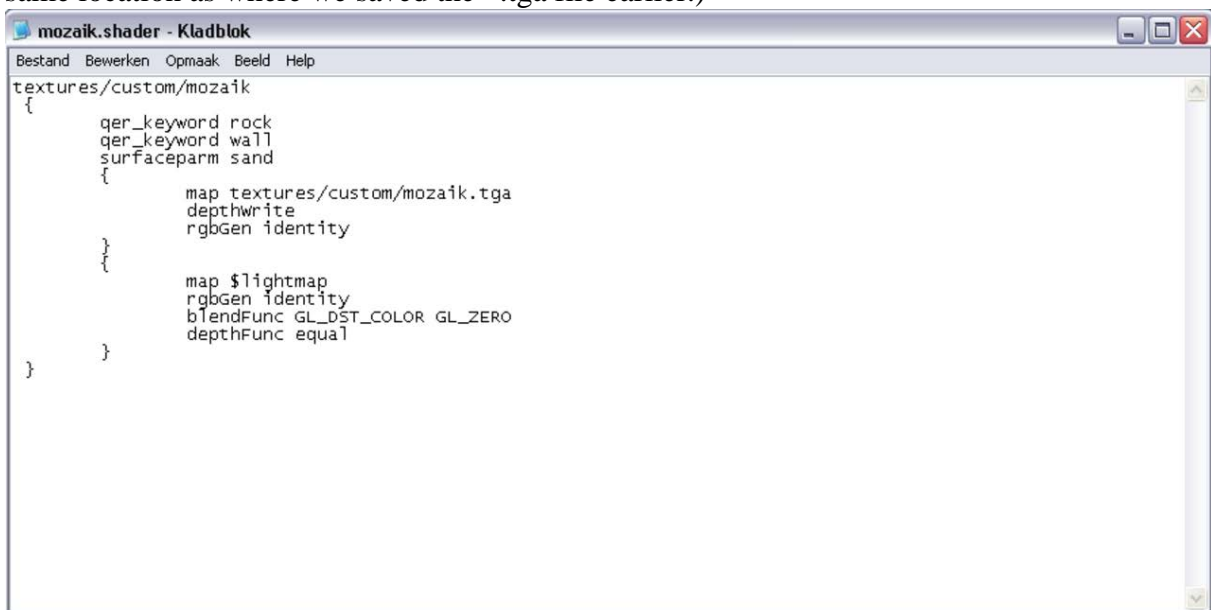
You can save it on the desktop or wherever you want it to be. It doesn't matters, you've just got to be able to find it easily.

3. Now that you have done that as well, start up Notepad and copy and paste this code into it:
Code:

```
textures/custom/[i]yourtexturename[/i]
{
    qer_keyword rock
    qer_keyword wall
    surfaceparm sand
    {
        map textures/custom/[i]yourtexturename[/i].tga
        depthWrite
        rgbGen identity
    }
    {
        map $lightmap
        rgbGen identity
        blendFunc GL_DST_COLOR GL_ZERO
        depthFunc equal
    }
}
```

Ok, done that and still able to follow me? Hehe, good job and for those who can't; don't worry, I will be making a summary at the end.

4. In this tutorial, we will make a custom texture called "*mozaik*" so we'll have to replace "*yourtexturename*" in Notepad with "*mozaik*". Ok, if you have done that, go to File->Save as... and for the filename choose "*mozaik.shader*" (of course without the quotes and not in *Italic*). Also, choose *All files* in the box *Save as type*. Now, click save. (Tip: Save it on the same location as where we saved the *.tga file earlier.)



Now, for a little explanation on those odd sentences in this *.shader file:

qer_keyword: you will be able to search for the texture by the word you filled in here. In my example, I filled in *rock* and *wall*. So, if you can't find the texture anymore in radiant, just go to the texture search bar, and fill in either *rock* or *sand*. Then, the appropriate texture will show up. Probably there will show up more textures besides this custom one we are making, but that just means that other textures use these *qer_keywords* as well. As shown in my example, you can use more than 1 *qer_keyword*. I can't tell you for sure if it's limited, but I don't think you would need more than two or three right?

surfaceparm: *surfaceparm* will tell the engine (if I'm not mistaken, the Q3 engine) that it's, in my example, *sand*. This will make sand to hop up when shooting at it, make a sound of a sand impact or make a sand-sound when you walk on it.

You can use different variables for the *surfaceparm* though, here are some examples:

- metal
- stone
- sand

It is likely that there will be more, but I don't know that or I can't think of them right now. You can always try yourself as well.

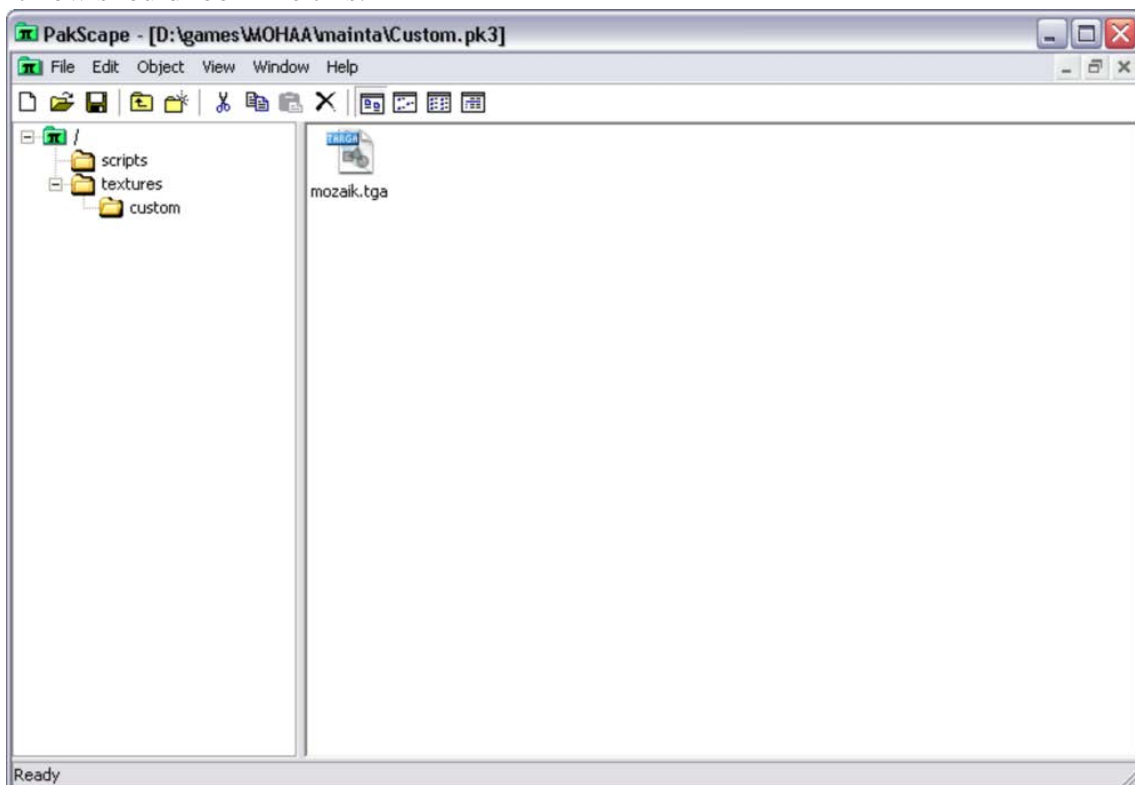
Phew, hard work this is right? :biggrin: Ah well, we're almost there.

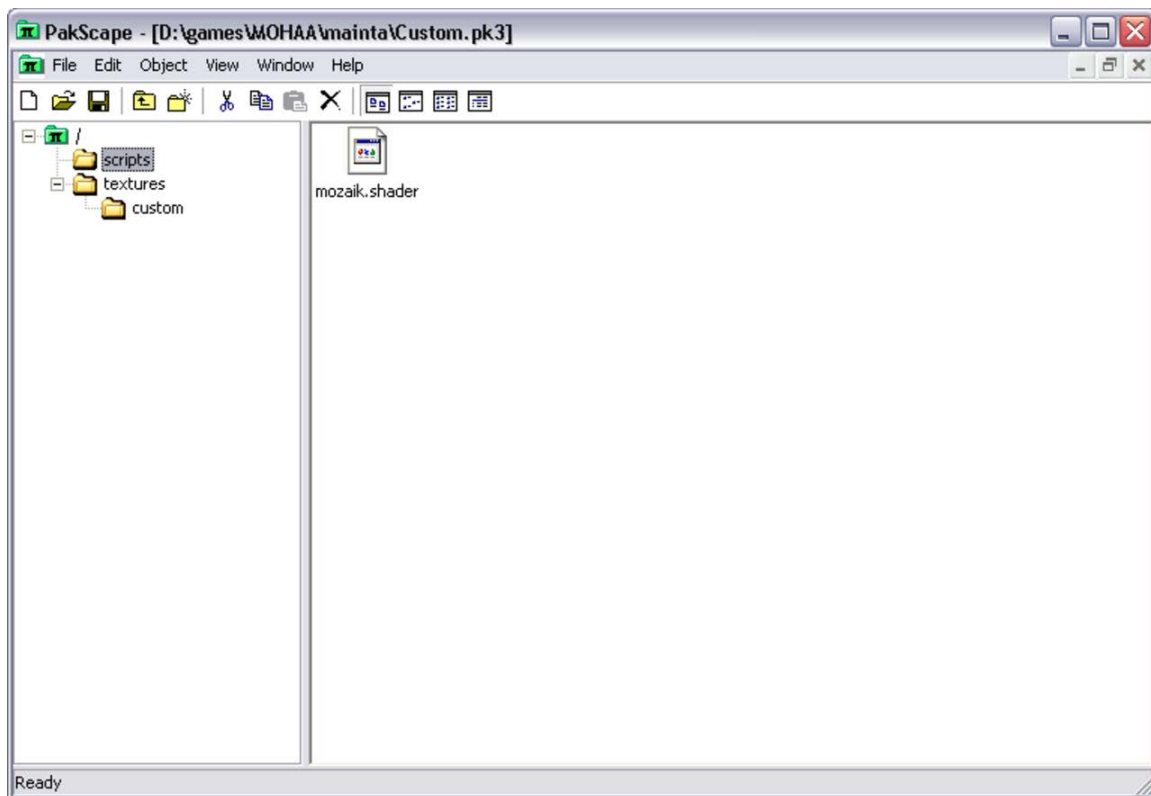
5. Start up PakScape and go to File->New. In the right big white area, right-click and choose Object->New directory... Name it textures. Now, repeat this (right-click in big white area, choose Object->New directory...) but now name it scripts. Ok. Open the directory textures and make another directory in it named: custom.



6. Still in the "custom" directory, right click in the big white area again and now choose Import file. Select the *.tga file we first made and click "Open". Go to the "scripts" directory now, and choose Import file there also. Select the *.shader file we made earlier as well, and click "Open" again.

It now should look like this:

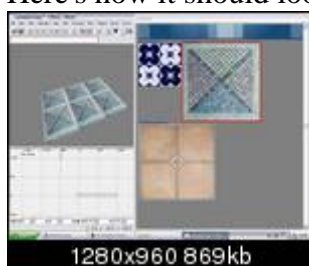




7. Go to File->Save as... and name the file "*custom*" (again, without the quotes and no *Italic*). Choose Quake 3 Pak (*.pk3) as filetype (not as a *.zip file!). Save it in your mohaa/main directory, or if you're making this for spearhead, save it in your mohaa/mainta directory.

Good!!! You're done!!!

8. Open up mohradiant, make a brush, go to Textures and select "custom". It should be there! Here's how it should look in mohradiant:



I know, I know, I said I would teach you how to make **multiple** custom textures. Well, it isn't any harder than this was. Just follow steps 1, 2, 3 and 4 again. But now, don't make an other pk3-file for your other custom textures, but instead use the one you already made. What I mean, is that you put all your other custom textures in the textures/custom directory of you custom.pk3 file and the shaders in the scripts directory of you custom.pk3 file.

Summary

Get PakScape, create your own/find custom texture(s) and save it as a *.tga file with 32 bits/pixel. Create a Notepad file with the script in it (you can find this above). Create a new PakScape file, make 2 directories in it, one named textures and the other name scripts. In the directory textures you make another directory named custom. In the custom directory you place all your custom *.tga files and in the scripts directory you put all the *.shader files. Save it as custom.pk3 (not as a *.zip file!) and place it in your mohaa/main or mohaa/mainta folder. You're done!

If there are any problems, please post that here or PM me. Also, give me a little feedback, this is my first tutorial here .

Size regulation

There are some regulations for the size of the pictures. As far as I know, it must be dividible by 4, so 512x512, 256x256, 128x128 or 64x64 and so on. Of course they also can be larger than 512x512 but in my experiences that is not really useful. Try yourself and see which size is the best for which surface. What I mean, you'd better use 64x64 textures on small structures like a fence or so since you don't need them to be big there and the filesize will become (a lot) smaller and therefore in turn causing better fps (it won't change really that much, I'd suggest using *.jpeg's than but that's another story)

Source: <http://www.modtheater.com/threads/multiple-custom-textures.25367/>