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| **Adding Custom Textures** |
| **What we are going to do:** |
| In this tut we are going to make and add some custom textures. |
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| **Get Going!** |
| Okay, you will need a image editing program, I am using Photoshop 7.  Okay open up Photoshop and go to file new. Make a new canvas 256x256. Or if you have a texture, just shirk it to 256! Like me:  http://web.archive.org/web/20031102043129im_/http:/users.1st.net/kimberly/Tutorial/cust-textures/baby_sweet.jpg  Now save it as a 32 bit file and name it "mine.tga", on your desktop.  Great!  Now go to your desktop and make a folder named "textures" and in textures make another folder named "mine" and in that folder, place your "mine.tga" picture we just made!  Open "Pak0.pk3" in mohaa\main folder.  Then go to "scripts"  You will see a file named "algiers.shader", open it. It should open in note pad!  Look for these lines:   |  | | --- | | textures/Algiers/sand\_anom1 { qer\_keyword rock qer\_keyword wall surfaceparm sand { map textures/algiers/sand\_anom1.tga depthWrite rgbGen identity } { map $lightmap rgbGen identity blendFunc GL\_DST\_COLOR GL\_ZERO depthFunc equal } } |     Copy it into a new note pad file and make these changes ((the one on the left)):   |  |  | | --- | --- | | textures/algiers/sand\_anom1 { qer\_keyword rock qer\_keyword wall surfaceparm sand { map textures/algiers/sand\_anom1.tga depthWrite rgbGen identity } { map $lightmap rgbGen identity blendFunc GL\_DST\_COLOR GL\_ZERO depthFunc equal } } | textures/mine/mine <--path and name of our texture { qer\_keyword rock <--This is what type it will be qer\_keyword wall <--This is what type it will be surfaceparm sand <--Think this is like the debris type { map textures/mine/mine.tga <--The full path to our texture depthWrite rgbGen identity } { map $lightmap rgbGen identity blendFunc GL\_DST\_COLOR GL\_ZERO depthFunc equal } } |   Great, now save that as "mine.shader"  Great now go to your desktop and make folder named "scripts" and put "mine.shader" in it!  Perfect!  Now open Packscape, and place these files in it:  1) textures/mine/mine.tga <--The one on the desktop 2) scripts/mine.shader <--The one on the desktop  Great, now save it as "mine.pk3" and place it in mohaa\main folder w/the rest of the .pk3 files! Now open MOHRadiant and go to "textures" "mine" then hit "t" and vualla there is your texture!  -  Tips/Hints:   |  | | --- | | 1) You can have different types of custom textures, if you want a grass/ground whatever..just go to the "Pak0.pk3" file and find the .shader for a texture already made and copy the script and just replace the essential information!  2) Make sure if you use a custom texture, that you add it to your FINAL .pk3 file, or ppl will not be able to see your texture! |   http://web.archive.org/web/20031102043129im_/http:/users.1st.net/kimberly/Tutorial/downloadable.jpg |