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| **Terrain** |
| **What we are going to do:** |
| We are going to use EasyGen to make a terrain!  IMPORTANT READ BEFORE STARTING: okay, as far as I know, easygen only alows you to export 1 texture! Keep that in mind when u make your terrain! |
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| **Get Going!** |
| **(((**[**READ THE SETUP EASYGEN 1ST!!!!!!**](http://web.archive.org/web/20040107070000/http:/users.1st.net/kimberly/Tutorial/settingupeasygen.htm)**)))**  First we are going to make a grey shade ".bmp" file! So you will need a program that makes .bmp files, paint will work, but I am using Photoshop 7.0.  Okay, here is how it works:  White: Are the high points Grey Shades: Middle points **Black**: Lowest poit to get  Now we need to decide on the size of the terrain. The terrain is broken into a grid, each square consists of 2 triangles. Obviously the bigger the grid the more triangles and the higher the r\_speeds (polys drawn by the game engine) will be. For this tutorial I am going to make a terrain 32 x 32, with a gridsize of 128. This will make the actual terrain 3072 x 3072 map units and consist of 3072 triangles.  You will want to make your .bmp size 1 grid larger than the terrain! So instead of 32x32, make your .bmp file 33x33!  Now open up your program you are going to use for this and make a new image 33px X 33px! And draw any design you want! This is what mine looks like, it is also enlarged by 362%  http://web.archive.org/web/20040630080955/http://users.1st.net/kimberly/Tutorial/terrain/imageup.jpg  ((((((If you do not know how to make this pic, read this "[Photoshop Tut for your terrain pic](http://web.archive.org/web/20040107070000/http:/users.1st.net/kimberly/Tutorial/photoshop.htm)"))))))  Now save this as an 8 bit BMP. In the directory you made "C:\Program Files\EA GAMES\MOHAA\main\bmpin"  Now go into EasyGen and start out w/ a new terrain.  And Oh here are the movements:  Hold both Left&Right mouse button: Moves you up and down. Hold the left mouse button: Lets you look around! Hold the right mouse button: Moves you back/forward left/right!  Okay, kinda zoom out and up! So you see the whole map:  http://web.archive.org/web/20040630082259/http://users.1st.net/kimberly/Tutorial/terrain/look.jpg  Now hit the "import BMP button/".  Double click it and a window will come up asking whats the height you want! I pick 512! Just for the tut, you can do whatever you want.  Now pick your .bmp file, mine was saved as "test"  Now it should load, you may need to center it a smidge, but there it is!  http://web.archive.org/web/20040630053919/http://users.1st.net/kimberly/Tutorial/terrain/aaaa.jpg  Now to texture your terrain! (([if you did not import the textures, do now! here is how](http://web.archive.org/web/20040107070000/http:/users.1st.net/kimberly/Tutorial/settingupeasygen.htm)))  On the left hand side, you will see a button "Alphamap/" click it, and this will appear:  http://web.archive.org/web/20040630062153/http://users.1st.net/kimberly/Tutorial/terrain/appear.jpg  Now on that black grid, click on the very 1st one in the very 1st row! And a color chart will come up, pick any color you want, I am picking "Brown"  http://web.archive.org/web/20040630063816/http://users.1st.net/kimberly/Tutorial/terrain/click.jpg  Now your whole map will turn "Green" or what ever color you picked:  -  Now we pick a texture we want your whole map to be, you choose this from the textures on the left! When you pick a texture, the little box under the brown changes to that texture, this indicated, whatever is "Brown" is going to be that texture...ehhehe thinking yet????  [http://web.archive.org/web/20040107070000im_/http:/users.1st.net/kimberly/Tutorial/terrain/t/pickthis.jpg](http://web.archive.org/web/20040107070000/http:/users.1st.net/kimberly/Tutorial/terrain/pickthis.jpg)  Okay, on that black grid, choose the black square next to it! And do the process all over. But this time, choose "Green" and a grass texuter.  http://web.archive.org/web/20040630065036/http://users.1st.net/kimberly/Tutorial/terrain/grass.jpg  Now hold down "Shift and CTRL" and left click on your map, in the Brown, and stuff will turn Green, this is like you are painting that texture on the map! eheh cool no!??  -  You can do as many textures as you want!  Okay, if you want to see what your textures will look like, just hit the "Texture button/http://web.archive.org/web/20040107070000im_/http:/users.1st.net/kimberly/Tutorial/terrain/t/texturebut.jpg"  http://web.archive.org/web/20040315111338/http://users.1st.net/kimberly/Tutorial/terrain/textdone.jpg  EEWWW AAAAAA!!!!! PPEERRRTTTYYY  HAHAH!!!  Now if you get these black triangles, it means the textures do not, and will not blend well, you will have to pick different ones:  -  Okay, Phew...time for a nap! hahaha! or at least a drink!  Okay, Time to put it in your map, or put it MOHRadiant and build around it!  Goto "File" "Save as" and choose any name you like! I chosed "Test"  Then got "File" "Export" "Quake 3 Arena .map" and this will pop up:  [http://web.archive.org/web/20040107070000im_/http:/users.1st.net/kimberly/Tutorial/terrain/t/q3.jpg](http://web.archive.org/web/20040107070000/http:/users.1st.net/kimberly/Tutorial/terrain/q3.jpg)  Check mark "Insert into a sky box" and "Add and info\_player\_start"  Now where it sais "common/terrain" put the path to your top texture, mine is "misc\_outside/streetgavel"  Then hit Continue  It will prompt you to save it, save it as whatever you named it "test"! and hit save!  And your done!!!!  Now to put it in your map!  Okay, remember how EasyGen make the folders "maps" "scripts" "textures"?? Well they will do you no good where they are now, so the "map" folder EasyGen made, open it and drag it to your "mahaa\main\maps\dm" folder, and in your "mohaa\main" folder, make a folder named "scripts" and drag what ever is in the folder that EasyGen made to it! Should be something like "test.shader"  Good!  Now open MOHRadiant and "File" "Open" and open up the map we just made, "test".  Now you will have to select the walls and apply a "Sky" texture to them. |