

Adding Custom Textures

What we are going to do:

In this tut we are going to make and add some custom textures.

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, shirk it to 256! Like me:



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
  }
}
```

