

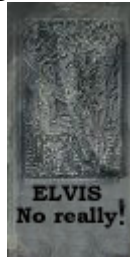
Adding custom textures

Adding custom textures to a map is one way of making your map really stand out.

First you have to make a .pk3 file that Radiant can access to apply your textures.

Make two folders, one called **textures** and one called **scripts**

Now within **textures** make another folder called **custom** It doesn't really matter what you call it but lets call it that for now. This is the folder you will put your textures into, Heres the picture I'm going to use, it's called **elvis.jpg**



As you can guess I am going to make a headstone in a churchyard, somewhere quiet and peaceful....but we need to let Radiant know what to do with it, so we need to write a shader file. open up notepad and write or copy this, obviously you don't want the red writing and you need to substitute "elvis" for your texture name.

```
textures/custom/elvisThis sets up the paths
{
qer_keyword rock
qer_keyword wall These tell Radiant what category it is when you are searching for textures
surfaceparm stone Tells the game what surface it is, when you walk on it or shoot it
{
map textures/custom/elvis.jpg Path to the texture
depthWrite
rgbGen identity
}
{
map $lightmap
rgbGen identity
blendFunc GL_DST_COLOR GL_ZERO
depthFunc equal
}
}
```

Save as **custom.shader** in your scripts folder and add more entries everytime you add another texture to your map, now select the textures folder and the scripts folder and make a .pk3 file from them and call it custom.pk3, this now goes into your \main folder and you will find now when you open Radiant that you have a group of textures called "custom", but you are not quite finished yet. You need to add it to your map too.

So go to your map .pk3 and make another folder inside the **textures** folder, call it **custom** and add the texture(s) to it. Now copy the text from the .shader file that refers to that texture into notepad and save it as **elvis.shader** (or whatever your texture is called) You need to make a .shader file for each texture this time.

Now copy all those .shader files into the **scripts** folder and you should see your textures in the map. To clarify that, for your map pk3 you will have a scripts folder with a seperate shader

file for each texture you have created, your custom.pk3 will however only have one shader file. If you have any problems feel free to contact me. Good luck.