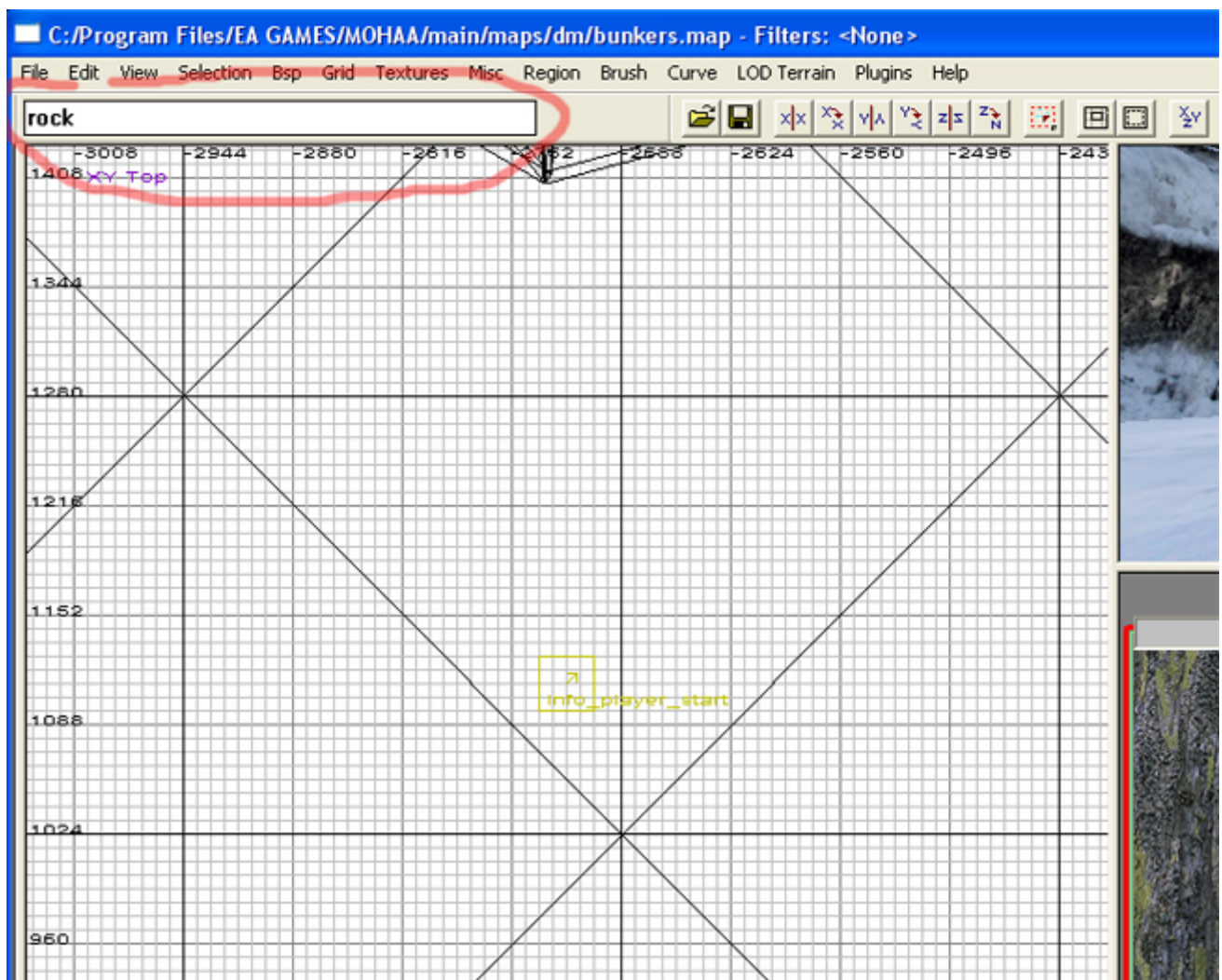


## Keywords for MOHRadiant



### Usage of texture:

- wall - vertical wall textures, natural or man-made
- floor - floor textures, either natural(ground) or man-made
- ceiling - anything that was made to be used as a ceiling
- roof - rooftop textures for buildings
- door - any door texture, including gates
- window - any window texture, including the window frames
- sky - sky's....DUHHHHHH ;)
- signs - anything that has verbage on it, posters, signs
- road - road, paths and trails
- pipe - pipe textures, valves for pipes, also includes wires
- flat - anything that produces an even, non-bordered pattern in all directions
- special - made for brush objects ONLY (i.e. crates, boxcars)
- indoor - pictures, misc household items
- trim - all trim, including ibeams, endcaps, etc...
- masked - any texture that has alpha'd areas (like handrails, grates, etc...)
- damaged - anything that's been damaged (has blast marks, burns, etc...)
- utility - textures like nodraw, caulk, trigger, etc.... ONLY!

terrain - only put this on textures made specifically for the terrain system  
panel - paneled type textures (like the library ones)  
light - light emitting textures

**Material types:**

metal - all types of metal  
rusted - rusted, weathered metal  
corrugated - corrugated materials  
gravel - gravel textures  
sand - sand textures  
rock - naturally occurring rock formations (walls, floors, etc...)  
stone - man-altered rocks like stone walls, cobblestone streets, also tile  
brick - brick textures  
concrete - concrete textures  
wood - wood textured  
plaster - plaster textures  
carpet - carpet and cloth type textures  
liquid - all liquids, including oceans, rivers, puddles, etc....  
river - river textures, or other flowing water types  
ocean - ocean textures  
glass - glass textures  
tudor - used in french/german towns with plaster sandwiched between wooden beams  
natural - non man-made materials  
dirt - all dirt textures, including transitional textures with dirt  
grass - all grass texture, including transitional textures with grass  
tree - textures relating to trees  
bush - textures relating to bushes  
foliage - vines, forest canopy, underbrush  
snow - if the texture has any snow or ice on it  
mud - if the texture is, or has mud on it

**Level Reference: - meaning the texture was made for a particular mission**

m1 - North Africa  
m2 - D-Day, Normandy, Nebelwerfer  
m3 - OSS mission in France, blow train rails, manor house  
m4 - Brest France, Artillery missions, sniper hunt  
m5 - snow forrest, snow town/train station, schmerz  
m6 - Hunt artillery, Ramagen  
m7 - U-Boats in Norway  
intro - opening cinematic  
ending - ending cinematic