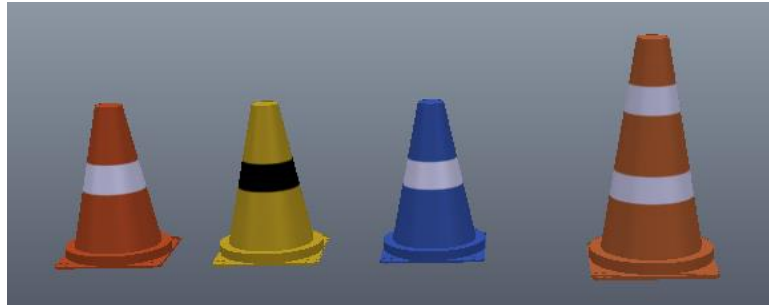


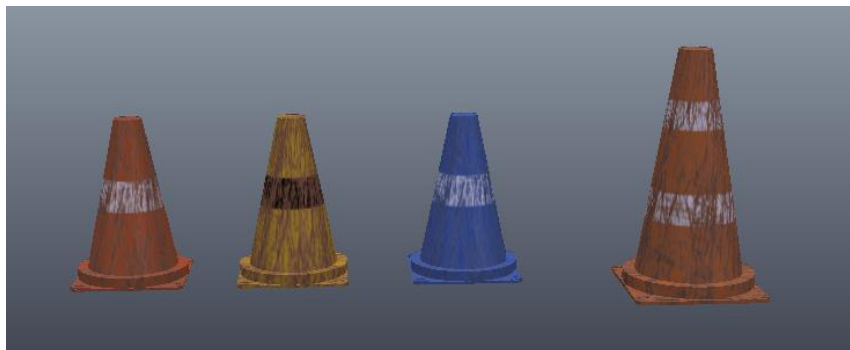
## Environment UI Texture Key:

### **Cones**

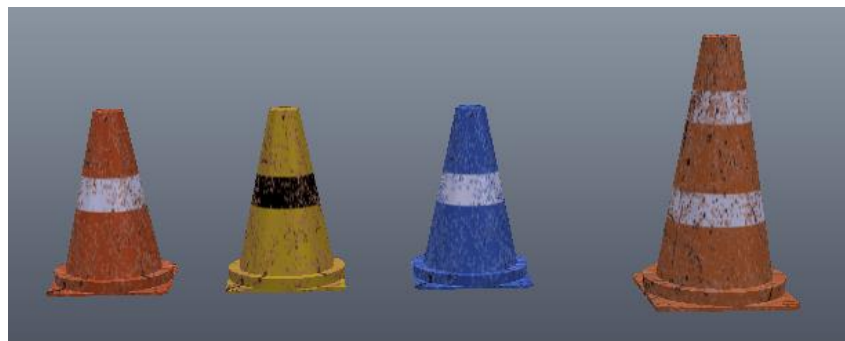
A:



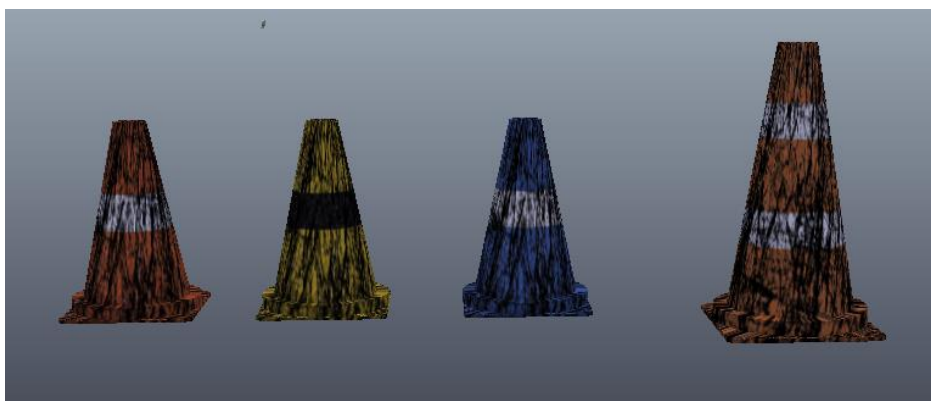
B:




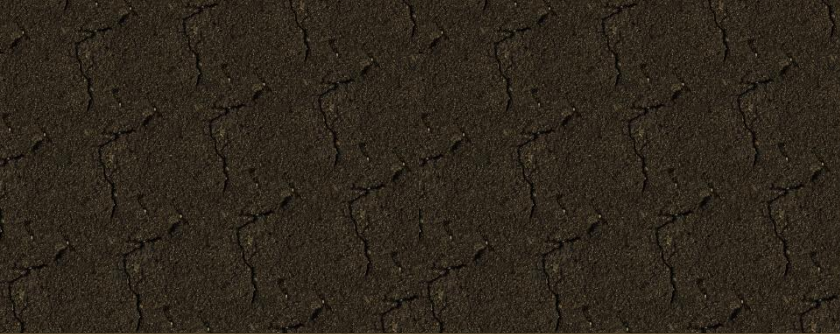


C:



D:



## Terrain

Terrain Texture Number	Texture Image		
1			
2			
3			
4			

5			
6			
7			