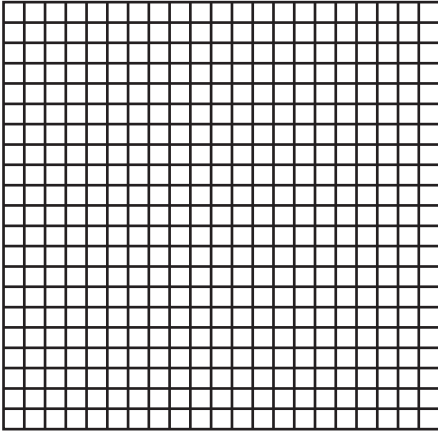


Global Properties of the Canvas

The canvas grid



The canvas is the space that functions as the surface for all systems, paths and objects. You can specify a canvas surface layer for the canvas, which means you assign a set of properties to the canvas that affects everything on a global scale. The surface layer could for example be one of the following types: dry land, salty water, jungle.

canvas surface layers:



Properties:

- this surface type is best for an area filled with islands.
- does not allow large patches of wasteland to appear.
- stimulates vegetation on land surfaces.
- water cell systems depend on land surface created by land systems
- the creation of the bridge path type object is stimulated between islands.



- this surface type is best suited to barren areas.
- does not allow large vegetation systems on the direct surface, the vegetation process is slow.
- road paths are free to move and grow quickly.



- this surface type is best suited for areas with dense vegetation.
- road path systems are slow and with many curves.
- does not allow large patches of low humidity surfaces to appear.
- Stimulates the growth of many types of vegetation systems.