* Choose the land the texture is going to.
* Enable ‘Snap to grid’ in Google Drawings by going to ‘Snap to’ under view. You will have to do this every time, because it resets.
  + This allows you to make the tiles square.
* After you are done, copy the texture, go to the transferal guide, enable snap to grid, paste it, and resize it to the required size. Then copy it again and put it under the proper category in the right folder.