Adam deGrandis' Temperate Environment Pack
version 1.0

A Note From Adam

Thanks for purchasing the Temperate Environment pack! If you liked this environment and need additional artwork or art consulting on your game, don't hesitate to get in touch with me through my website, www.adamdegrandis.com. Thanks again!

Installation and Use of the Temperate Environment Pack

Installation of the pack is easy, and involves just dragging or copy/pasting the folders and files from the zip to your project directory.

- Drag or copy/paste the "TemperateEnvironment" folder included in the .zip to the game\art\shapes directory of your project.

- Drag or copy/paste the "TemperateEnvironmentTerrain" folder included in the .zip to the game\art\terrains folder in your project.

After these steps, the tree assets will be available under the Library/Meshes tab of the level editor, the grass material will be available for your Ground Cover, and the terrain textures will be available for terrain painting. If you want to install the demo level:

- copy the TemperateEnvLevel.mis, TemperateEnvLevel_preview.png, and TemperateEnvDemo.forest files to the game\levels folder in your project
- copy the TemperateEnvLevel_0.ter and TemperateEnvLevel_0_basetex.dds files to your game\art\terrains folder in your project
- Copy and paste the following block of script to game\art\forest\managedItemData.cs (continued on the next page)

```
datablock TSForestItemData(Maple)
{
  internalName = "Maple";
  shapeFile = "art/shapes/TemperateEnvironment/maple.dae";
  windScale = "1";
  trunkBendScale = "0.1";
  radius = "10";
};

datablock TSForestItemData(whitePine)
{
  internalName = "whitePine";
  shapeFile = "art/shapes/TemperateEnvironment/whitePine.dae";
  windScale = "1";
  trunkBendScale = "0.1";
  radius = "10";
};
```

After performing these steps, the demo level will be available in your level selector.

Frequently Asked Questions

Question: Can you add [art suggestion]?
Answer: The better the pack sells, the more likely it is that I'll update it with new artwork, and if there is a prevailing request then I'll be sure to add that before other content. If you need a given shape right away, get in touch with me via my website, www.adamdegrandis.com, and we can discuss a custom contract.

Question: I can't select the block of script in Adobe Reader! What do I do?
Answer: You probably have the Hand Tool selected. Click the "Select" tool on the top tool bar or go to Tools>Basic> Select from the menu in order to enable text selection.