

# Adam deGrandis' Military Cover Pack

version 1.0



## A Note From Adam

Thanks for purchasing the Military Cover pack! If you liked these shapes 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](http://www.adamdegrandis.com). Thanks again!

## Installation and Use of the Military Cover Pack

Installation of the pack is easy. Simply drag or copy/paste the "MilitaryCover" folder included in the .zip to the game/art/shapes directory of your project. After that, the military cover assets will be available under the Library/Meshes tab of the level editor. For more info on adding shapes to your Torque level, please consult the official Torque documentation.

## What's Included

Included in this pack is the Torque-ready folder "MilitaryCover", which has the dts files of all the shapes, the various textures in 512x512 resolution, and the material.cs file. The "MeshSource" folder has the raw 3d shapes in both the 3ds Max and Collada formats. "HighResTextures" is home to 1024x1024 versions of the textures used by the military cover shapes.

## F.A.Q.

*Question:* Projectile decals are floating in the air after I shoot at one of the shapes, how do I fix this?

*Answer:* Open the mission editor (F11) and go to the Object Editor (F1). Select the shape and go down to the "Collision" section. Change the "decalType" to "none".

*Question:* Can you update this pack and add [suggestion]?

*Answer:* The pack will get updates as long as it's selling, and if your suggestion fits with the theme of the pack then I'll consider it for an update. If you need your suggestion right away, get in touch with me and we can figure out a custom solution.