

# Material IDs

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## Introduction

This is a list of the IDs for materials in San Andreas that are initialized in *surfinfo.dat* .

## Default

ID	Name
0	Default
1	Tarmac
2	Tarmac (damaged)
3	Tarmac (really damaged)

## Concrete

ID	Name
4	Pavement
5	Pavement (damaged)
7	Concrete (damaged)
8	Painted Ground
34	Concrete (beach)
89	Concrete
127	Poolside
135	Docklands
136	Industrial
137	Industrial Jetty
138	Concrete (litter)
139	Alley Rubbish
144	Airport Ground
165	Floor (concrete)

## Gravel

ID	Name
6	Gravel
85	Roadside
101	Rubble
134	Building Site
140	Junkyard Piles

## Grass

<b>ID</b>	<b>Name</b>
9	Grass (short lush)
10	Grass (medium lush)
11	Grass (long lush)
12	Grass (short dry)
13	Grass (medium dry)
14	Grass (long dry)
15	Golf Grass (rough)
16	Golf Grass (smooth)
17	Steep Slidy Grass
20	Meadow
80	Grass (short)
81	Grass (meadow)
82	Grass (dry)
115	Grass (wee flowers)
116	Grass (dry tall)
117	Grass (lush tall)
118	Grass (green mix)
119	Grass (brown mix)
120	Grass (low)
121	Grass (rocky)
122	Grass (small trees)
125	Grass (weeds)
146	Grass (light)
147	Grass (lighter)
148	Grass (lighter 2)
149	Grass (mid 1)
150	Grass (mid 2)
151	Grass (dark)
152	Grass (dark 2)
153	Grass (dirt mix)
160	Park Grass

## Dirt

<b>ID</b>	<b>Name</b>
19	Flower Bed
21	Waste Ground
22	Woodland Ground
24	Mud (wet)
25	Mud (dry)
26	Dirt
27	Dirt Track
40	Corn Field
83	Woodland
84	Wood Dense
87	Flowerbed
88	Waste Ground
100	Riverbed
110	Marsh
123	Dirt (rocky)
124	Dirt (weeds)
126	River Edge
128	Forest (stumps)
129	Forest (sticks)
130	Forest (leaves)
132	Forest (dry)
133	Sparse Flowers
141	Junkyard Ground
142	Dump
145	Cornfield
155	Riverbed (shallow)

156 Riverbed (weeds)

Sand

ID	Name
28	Sand (deep)
29	Sand (medium)
30	Sand (compact)
31	Sand (arid)
32	Sand (more)
33	Sand (beach)
74	Sand
75	Sand (dense)
76	Sand (arid)
77	Sand (compact)
78	Sand (rocky)
79	Sand (beach)
86	Roadside Des
96	Underwater (lush)
97	Underwater (barren)
98	Underwater (coral)
99	Underwater (deep)
131	Desert Rocks
143	Cactus Dense
157	Seaweed

Glass

ID	Name
45	Glass
46	Glass Windows (large)
47	Glass Windows (small)
175	Unbreakable Glass

Wood

ID	Name
42	Wood (crates)
43	Wood (solid)
44	Wood (thin)
70	Wood (bench)
72	Floorboard
73	Stairs (wood)
172	Wood Picket Fence
173	Wood Slatted Fence
174	Wood Ranch Fence

Metal

ID	Name
50	Garage Door
51	Thick Metal Plate
52	Scaffold Pole
53	Lamp Post
54	Metal Gate
55	Metal Chain fence
56	Girder
57	Fire Hydrant
58	Container
59	News Vendor
63	Car

- 64 Car (panel)
- 65 Car (moving component)
- 162 Stairs (metal)
- 164 Floor (metal)
- 167 Thin Metal Sheet
- 168 Metal Barrel
- 171 Metal Dumpster

Stone

ID	Name
18	Steep Cliff
35	Rock (dry)
36	Rock (wet)
37	Rock (cliff)
69	Transparent Stone
109	Mountain
154	Riverbed (stone)
161	Stairs (stone)

Vegetation

ID	Name
23	Vegetation
41	Hedge
111	Bushy
112	Bushy (mix)
113	Bushy (dry)
114	Bushy (mid)

Water

ID	Name
38	Water (riverbed)
39	Water (shallow)

Misc

ID	Name
48	Empty1
49	Empty2
60	Wheelbase
61	Cardboard Box
62	Ped
66	Transparent Cloth
67	Rubber
68	Plastic
71	Carpet
90	Office Desk
91	711 Shelf 1
92	711 Shelf 2
93	711 Shelf 3
94	Restuarant Table
95	Bar Table
102	Bedroom Floor
103	Kitchen Floor
104	Livingroom Floor
105	corridor Floor
106	711 Floor
107	Fast Food Floor
108	Skanky Floor

- 158 Door
- 159 Plastic Barrier
- 163 Stairs (carpet)
- 166 Bin Bag
- 169 Plastic Cone
- 170 Plastic Dumpster
- 176 Hay Bale
- 177 Gore
- 178 Rail Track

# Source

The group names and readable material names have been extracted from Collision File Editor II by Steve M[1].