**Requirements for a new map :**

Heighmap file ( RAW intel byte order)

8 textures

Configuration of parameters.

**Config.ini parameters**

Terrain : File = name of RAW file

Terrain : Dim = RAW width ( = height )

LayerXXX = starting textures ( can be altered in the application)

OutputTextureDim = size of output texture maps

LevelName = name of the folder in Levels where stuff will be stored

**In-application editable stuff :**

Ignore tree generation stuff

In craterize mode hold right click & drag till a specified point. The \*vector’s\* ( centre till last dragged pt)

.x component specifies the crater’s radius, & the .y component the crater’s ‘AreaAffected’ radius.

You can tick on draw radii & swich to heightmap mode to check the radii.

In 3d mode, right click & dragging adjusts the light’s position.

In texture switching, you can select individually every texture

Leave x-z scale to 1.0

Export size is 4096 for a normal-biggie map

Don’t export to obj, but choose the other option.

For any questions, send in email / msn