

Adding custom data to detailmaps outside of Unity

Export map data from QGIS	example
upload all texture maps to server from unity Editor	"Upload Textures" button
export Unity created png to use as base for new data (ensures compatibility)	<code>gdal_translate -scale 0 255 0 255 -of PNG -ot Byte PG:"host='servername' port='5432' dbname='shub1env_psql' user='user' password='password' schema='detailmaps' table='shub1env_qa_0'" "filepath/splatmap-shub1env_qa_0.png"</code>
edit in photoshop	make any edits in photoshop and save as 8-bit png different detail maps can be combined -e.g. to knockout grass where rocks will be placed. note: add adjustment layer to boost contrast as many values will be very low and hard to discern visually.
Load back to Unity	example
overwrite splatmaps on database	<code>raster2pgsql -s 32637 -d -I -C -r -M path/detailmap-shub1env_qa_0.png detailmaps.shub1env_site_1 psql -U aP -d shub1env_psql</code>
load into Unity	"Download Textures" button