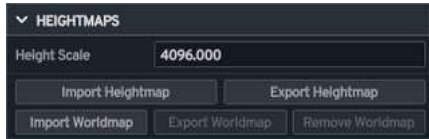**Search**

Terrain Tools

Heightmaps

Import heightmaps

Terrain heightmaps can be imported and exported.

Heightmaps created with external tools should be placed under Heightmaps/ folder in the game's appdata directory - typically *C://Users/[username]/AppData/LocalLow/Colossal Order/Cities Skylines II/Heightmaps/* - after which they can be imported from the menu that opens from the Import Heightmap... button.

Height Scale is measured in meters, and is by default 4096. This sets the highest elevation point for your map where 0 is the lowest point and 4096 is the highest.

example: If you set Height Scale to 8000, the lowest point of your map starts at 0m and the highest point would be 8000m. Your heightmap data is stretched to meet the new scale. When creating heightmaps, you can think of black as 0m and white as the highest value on your Height Scale.

Heightmaps exported from the editor will also appear here, containing any modifications made to the terrain with the editor's terrain tools.

Playable area

Heightmaps should be 4096x4096 resolution, grayscale, 16 bit color channel depth images of .png or .tiff format.

Heightmap only applies to the playable area. Optionally an extended worldmap can also be imported, which contains both the playable area and the surrounding unplayable world.
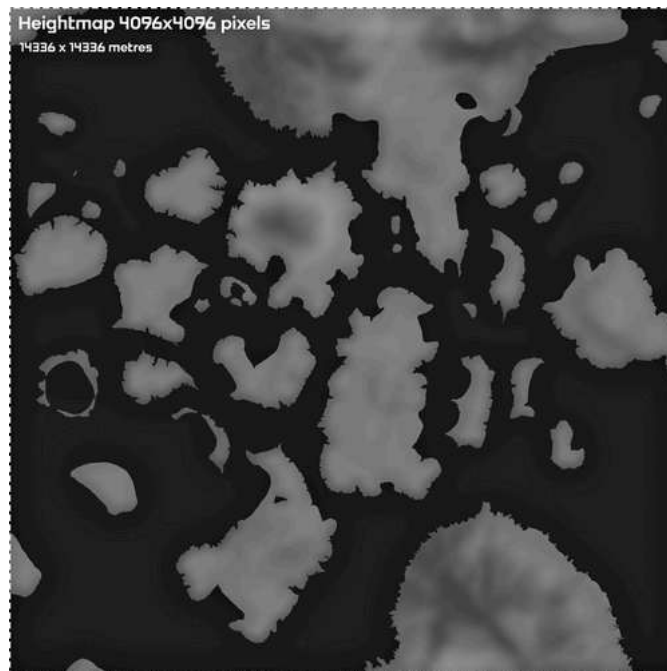
Indicative example of the size and layout of the heightmap - 4096x4096.

Worldmap

Worldmap should have the same resolution and format as the base heightmap, with the center 1024x1024 area matching the base heightmap.

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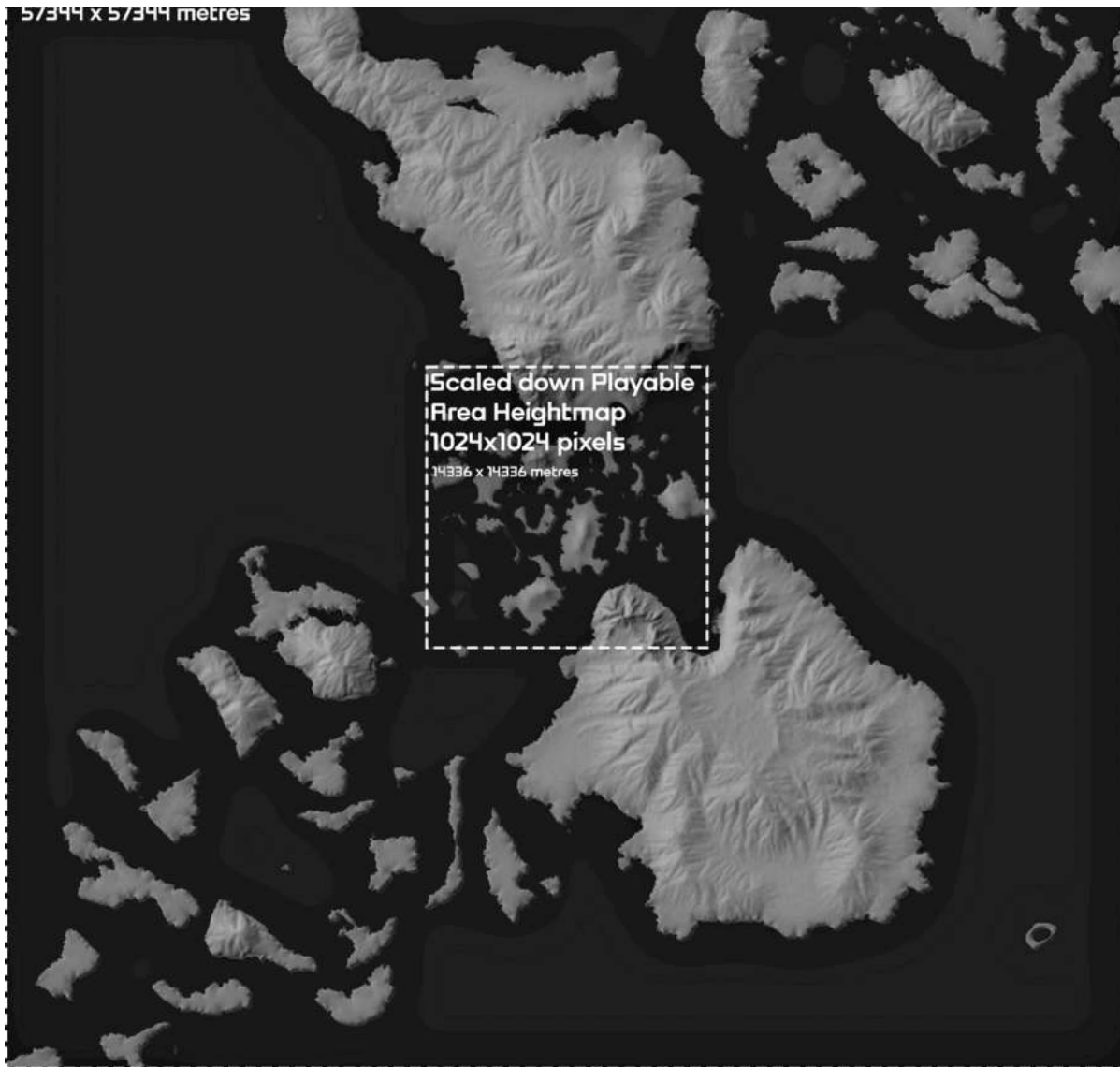
Indicative example of the size and layout of the world heightmap - 4096x4096.

How to place Water Sources

In the Water Panel to place a water source you expand the dropdown of the water source type you are wanting to place. Pressing the Add Item... button will automatically place the water source centered on your current camera position.

To delete all water sources from the specific type, press the clear button, or individually remove them with the trashcan icon next to each water source in the list.

Each water source type is colored differently to make it easier to tell them apart.