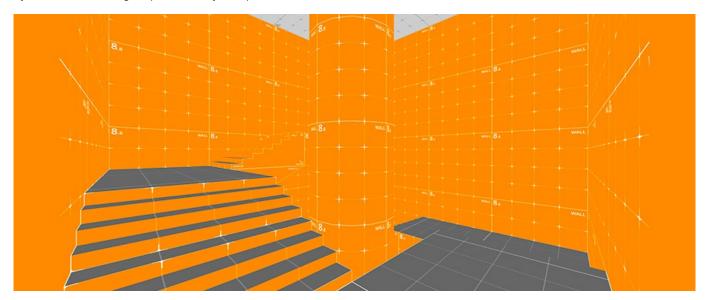
DromEd Level Editor Developer Textures Kit

DromEd Level Editor Developer Textures Kit is a free, open source project for the Dark Engine's level editor called DromEd (ShockEd for System Shock 2 video game). It's basically a simple set of textures that makes easier to build fan missions.



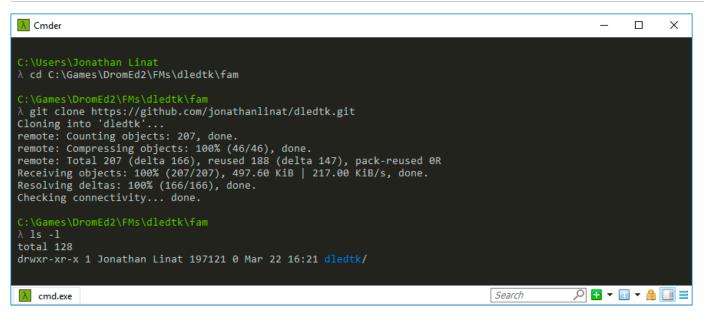
Install

You have two available options.

Option 1: Cloning from GitHub

Start a new instance of the command interpreter cmd and locate your FM's fam/ folder before cloning this repository as a new family.

```
$ cd C:\<path/to/your/local/fms/fam/folder>
$ git clone https://github.com/jonathanlinat/dledtk.git
```



You should now have a new folder called dledtk.

Option 2: Downloading the latest release

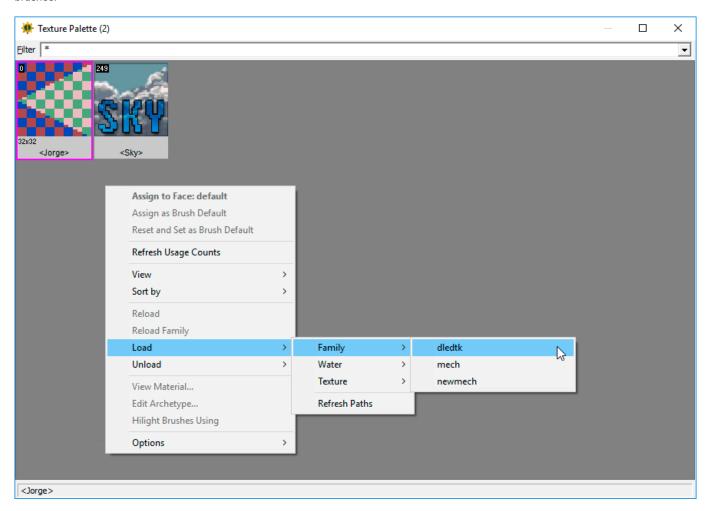
Download the latest binary from the Releases page. It's the easiest way to get started with DromEd Level Editor Developer Textures Kit.

Extract the files into your FM's fam/ folder in order to create a new family.

You should now have a new folder called dledtk.

Usage

Import your new **DromEd Level Editor Developer Textures Kit** textures family into DromEd level editor and apply them to your fan mission brushes.



Contributing

You can create new textures using the PSD files (CS6) located into the src/ folder.

Textures are based on this sizes guide (dromed unit * pixel):

8	512	4	256
7,75	496	3,75	240
7,5	480	3,5	224
7,25	464	3,25	208
7	448	3	192
6,75	432	2,75	176
6,5	416	2,5	160
6,25	400	2,25	144
6	384	2	128
5,75	368	1,75	112
5,5	352	1,5	96
5,25	336	1,25	80
5	320	1	64
4,75	304	0,75	48
4,5	288	0,5	32
4.25	272	0.25	16

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