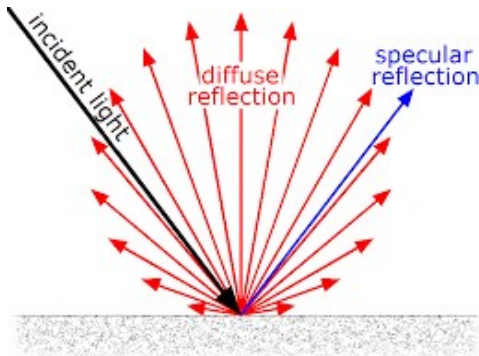


## Default Terrain Texture Palette.

With release 2017.03.31 we have a new Terrain Painting system, upgraded from 4 textures to a massive 16.

There are a couple of things to be aware of, to get a nice 'blend' on your landscapes you need to choose your textures carefully and within a close gradient.

While still supporting DDS files the terrain system defaults to a Diffused PNG,



**Diffuse** reflection is the reflection of light from a surface such that an incident ray is reflected at many angles rather than at just one angle as in the case of specular reflection. ... Many common materials exhibit a mixture of specular and **diffuse** reflection.

The default palette consists of 16 texture slots:



- Slot 1 = Sand\_D.png
- Slot 2 = Sand2\_D.png
- Slot 3 = Sand3\_D.png
- Slot 4 = Sand4\_D.png
- Slot 5 = Grass\_D.png
- Slot 6 = Grass2\_D.png
- Slot 7 = Grass3\_D.png
- Slot 8 = Grass4\_D.png
- Slot 9 = Sediment\_D.png
- Slot 10 = Sediment2\_D.png
- Slot 11 = Sediment3\_D.png
- Slot 12 = Sediment4\_D.png
- Slot 13 = Moss\_D.png
- Slot 14 = Moss2\_D.png
- Slot 15 = Moss3\_D.png
- Slot 16 = Rock\_D.png

There are some slots that have a global effect in GameGuru, **Slot 1** is the default Path texture slot, any texture you put in this slot will be a second layer on top of any other texture and is fully transparent so will blend with anything (please note there is only one path slot so choose you path texture accordingly).

**Slot 5** is the 'Global' Texture slot, any texture placed in this slot will be the base of your whole map.

**Slot 15** can be utilised with one of our community member's custom terrain shader **Preben Eriksen** I think you all know our Shader Master, the slots marked with stars are also used with this shader, this is beyond the scope of this document at the moment and will be added at a later date.