

Terrain material recommendations

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1 Preliminary information

For each polygon the texture size can be set individually (as well as the texture alignment). Accordingly, the material parameter "Texture Size" is a kind of "recommendation" for the map editor: If a material is assigned to a polygon, its texture size parameter is set to the value of the material texture size parameter. If the texture size in the [material properties](#) is changed afterwards, the polygons created so far and provided with this material remain completely unaffected. In order to apply the changes, the polygons must be reassigned the material. Otherwise, the "Texture size" in the polygon properties can of course be manually set to the new value,

2 Importing

Instead of setting the [terrain materials](#) manually, they can also be imported via so-called *.lptmt files. To do this, create a new material, open the properties and click on "Open" in the upper right corner. There you will also find the "Save" button, with which you can save your own [material properties](#) in *.lptmt files.

The materials described below and other materials can be found in the appendix of this article.

3 General information

Unless otherwise specified, the [material properties](#) are generally as follows:

- Material Type: Terrain
- blend mode: normal rendering - no transparency
- Gloss factor = 1
- Brightness of the gloss point = 1
- Detail Texture Factor: see below
- Options: ONLY "Use alpha value for gloss", all others disabled.
- Textures: see below
- Postpone it. Ri. Viewer = 0

- WireFrame: deactivated

4 Asphalt

- Detail Texture Factor = 10
- Normal texture: asphalt1.bmp (BaseFiles)
- Detail texture: asphalt1_detail (BaseFiles)
- Write depth buffer: Yes
- Texture size: 20
- Marking: No
- Footprint Type: Driving Surface

5 Grass

- Gloss factor = 0
- Detail texture factor = 5
- Normal texture: gras_big_1.bmp (TerrainTextures)
- Detail texture: grass_det_1.bmp (TerrainTextures)
- Write depth buffer: Yes
- Texture size: 50
- Marking: No
- Footprint Type: Invisible

6 Small cobblestone pavement

For pavements and old town paving

- Detail Texture Factor: 15
- Normal texture: asphalt1.bmp (BaseFiles)
- Detail texture: cobblestone_1.bmp (TerrainTextures)
- Write depth buffer: Yes
- Texture size: 50
- Marking: No
- Footprint Type: Sidewalk

7 Pavement slabs

Diagonally laid paving slabs

- Detail Texture Factor: 15
- Normal texture: asphalt1.bmp (BaseFiles)
- Detail texture: platten1.bmp (TerrainTextures)
- Write depth buffer: Yes
- Texture size: 37
- Marking: No
- Footprint Type: Sidewalk

8 Hatched (Shaded) areas

White hatched areas, restricted areas

- Material type: Simple
- Glare mode: Alpha transparency
- Min. Alpha: 0

- Gloss factor: 0.2
- Brightness of the highlight: 1
- options: ONLY "silk matte characteristic", all others disabled.
- Normal texture: marking_hatch.bmp (TerrainTextures)
- Displacement towards the viewer (m): 0.01
- "Everywhere"
- Write depth buffer: NO
- Size of the texture (m): 4,0
- Road marking level: YES
- Floor plan type: Invisible

9 Cobblestone pavement 2

Cobblestones with colorful granite stones (from RW1HH)

- Material type: Complex with normal map
- gloss factor: 0.01
- Brightness of the highlight: 20
- Intensity of normal texture: 1
- Factor over the alpha channel: 1
- Normal texture: Cobblestone2_detail.bmp (Basic textures_...)
- Detail texture: Cobblestone2_detail.bmp (Basic textures_...)
- Normal texture: Cobblestone_pavement2_detail_normal.bmp (Basic textures_...)
- Write depth buffer: Yes
- Texture size: 2.5 (25)
- Marking: No

10 Cobblestone pavement 3

Cobblestones with slag stones (from RW1HH)

- Material type: Complex with normal map
- gloss factor: 0.02
- Brightness of the highlight: 20
- Intensity of normal texture: 1
- Factor over the alpha channel: 1
- Normal texture: Cobblestone3_detail.bmp (Basic textures_...)
- Detail texture: Cobblestone3_detail.bmp (Basic textures_...)
- Normal Texture: Cobblestone Pavement3_detail_normal.bmp (Basic Textures_...)
- Write depth buffer: Yes
- Texture size: 2.5 (25)
- Marking: No