

Overlay mapping → see overlay mapping table in MC2X Terrain Overlay X

There are 74 additional terrain overlay spots assigned in the editor.

bricks	01	-	05
cobblestone	01	-	12
cracked asphalt	01		
field	01	-	12
ground	01	-	20
snow	01	-	02
vegetation	01	-	15
tiles	01	-	03
special	01	-	04

You can see all in the TerrainOverlayViewer.

The overlays are 64x64 pixel 32bit uncompressed tga files that are tiled.

The overlay shape is defined by mask00 to mask08; the mask is selected in the textures.fit file as is the overlay name.

This file can be found in the textures folder; always keep a backup of this file.

You can see the type of edge that maskXX generates in the OverlayMaskViewer.

To change anything in this file is a very fast way to make your installation crash or give you trouble.

The terrain overlay names in the editor will not change once you change the overlay file number or texture file name.

Simple additions or editing in textures.fit will not add overlays.

You can replace overlay files or allocate other masks. That is it; trust me or crash.

Enjoy this feature of wolfman-MC2X

wolfman