Note: If you want to complete any of these tasks you will need to create a world to put them in. Don’t forget to add an ‘info player start’ as covered in Part 1.

Applying a texture to a brush.

To select a texture click the ‘Browse’ button in the ‘Texture Group’. The window will display a preview of all the available textures.

If you were looking for a particular type of texture; e.g. a crate texture, enter the name into the filter box and only matching textures with that name will be displayed.

To change a brush texture, select the brush to be changed and press the ‘Toggle texture’ tool.

1) Aligning crate textures

   example cratesx.bsp

Create a brush 64 x 64 x 64 and apply one of the crate textures to the object.

The ‘crate’ texture will most likely be misaligned as shown here. One method aligning the texture on the crate is to move the brush horizontally and vertically in the 2d windows until the texture is aligned, and then enabling the ‘Texture Lock’ button on the toolbar. With the textures locked the brush can be repositioned without the textures becoming misaligned.

You may need to disable the ‘Texture Lock’ first. Make sure that you don’t move any other brushes around that were previously aligned until you enable the ‘Texture Lock’ button again.

There may be a problem rotating an object as the texture will be misaligned even when the ‘texture lock’ option is on. Step 6e will overcome this problem.

You may have noticed that the texture size was 64 x 64, the same dimension as the brush. This was deliberate! It’s much easier if you make the brush size suit the texture or least give it the same proportions. A brush size of 128 x 128 x 128 would be easy to resize as it’s exactly double the size. A brush size of 144 x 144 x 144 is a lot harder to work out even though 144 is a multiple of 8. Step 6f will explain how to resize the texture to match the brush.
2) Applying textures to a brush face

a) If the texture on the face of a brush were misaligned, or you wanted a different texture on a face than the rest of the brush select the tool.

The ‘Face Properties’ dialog box will appear.

b) Select a face of a brush you wish to change.
Select the ‘Browse’ button and choose a texture.

![Texture Selection Window]

Double click on a texture.

**NOTE: DO NOT choose a texture that has a ‘*’ or ‘+’ as the first character of the name.**

c) Change the ‘Mode’ from ‘Lift & Select’ to ‘Apply (All)’.

d) Select each face of the brush you wish to apply this texture to.

e) If the texture was misaligned on the face of a brush use the ‘Shift X & Y’ buttons to the texture.

f) If the size of the texture does not match the size of the brush use the ‘Scale X & Y’ buttons to match the texture to the brush e.g. if the brush face is 128 x 128 and the texture size is 64 x 64 then the X & Y scale would be set to 2.0.

g) You should create a room containing several brushes using the crate textures. They should have crates of different sizes; some crates should be rotated; all textures should be properly aligned on every visible face of a brush.

![Crate Texture Example]