

Making unique Atlas terrain for TGEA with L3DT

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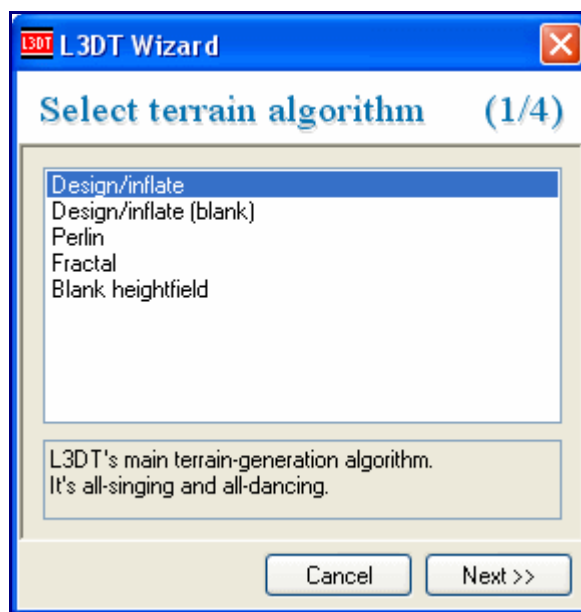
Date 8th of May 2008

This tutorial is intended to be an express guide to making Atlas terrain for TGEA using L3DT. It will walk you through all the steps required to make a terrain and to load it in TGEA in the shortest amount of time possible. Please note that this tutorial will *not* slow down to explain the meaning of any of the settings and options available to you. If you want to know what all the settings do, please consult the following user guides:

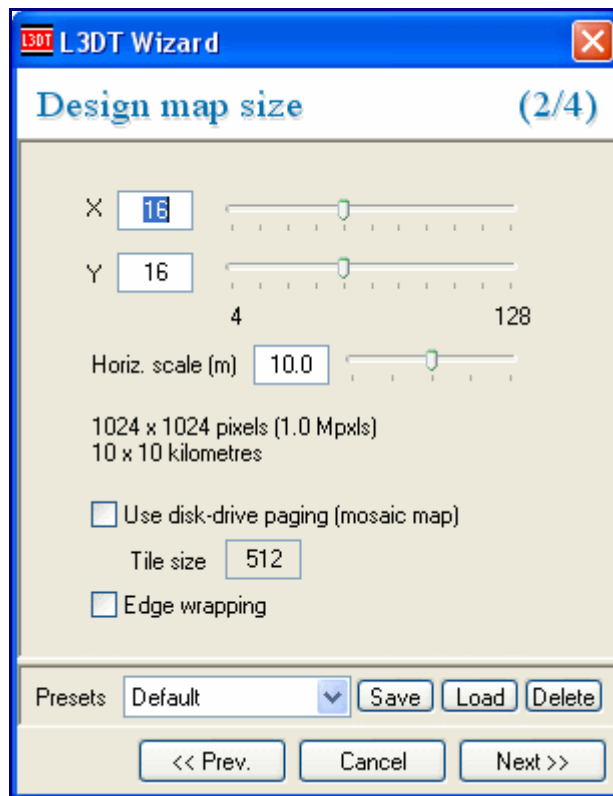
- [L3DT's user guide](#)
- [Atlas2 export plugin user guide](#)
- [GarageGames' Atlas2 user guide](#)

Generating your map

Open L3DT and select 'File→New project' in the menu. This will open the 'Select terrain algorithm' wizard, shown below:



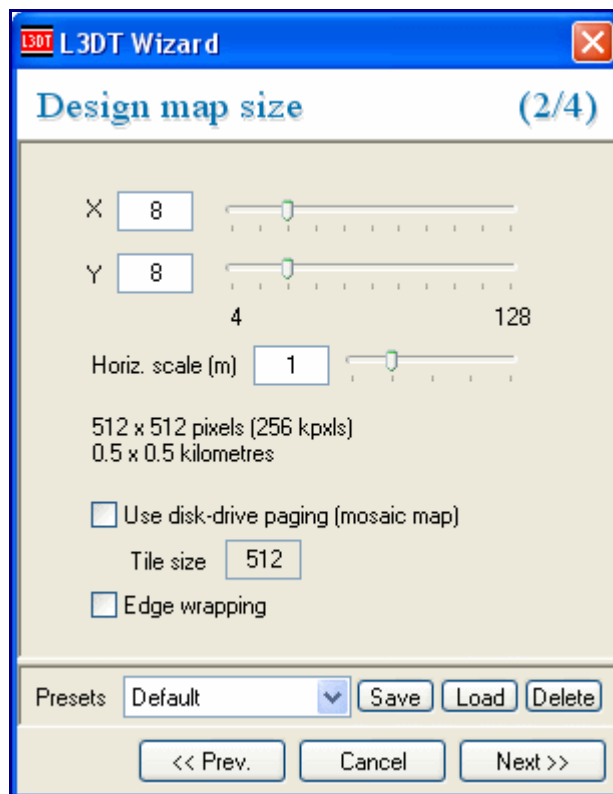
Select 'Design/Inflate' and click 'next >>'. This will open the 'Design map size' wizard, shown below:



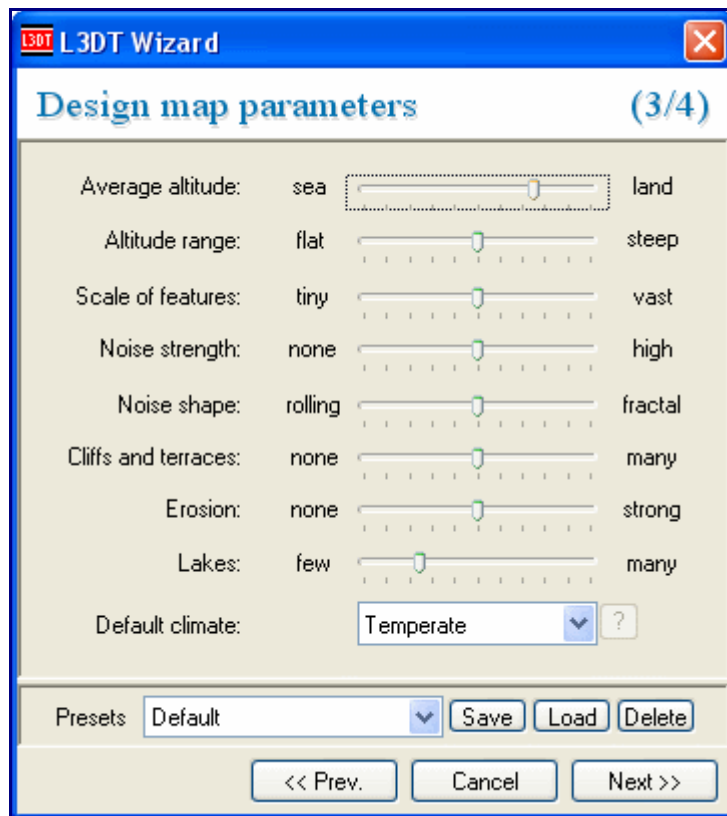
For starters I recommend you make a 512×512 terrain file. To do this, set the design map size ‘X’ and ‘Y’ values both to 8.

For FPS-resolution terrain, you must also set the horizontal scale to a small value, such as 1.

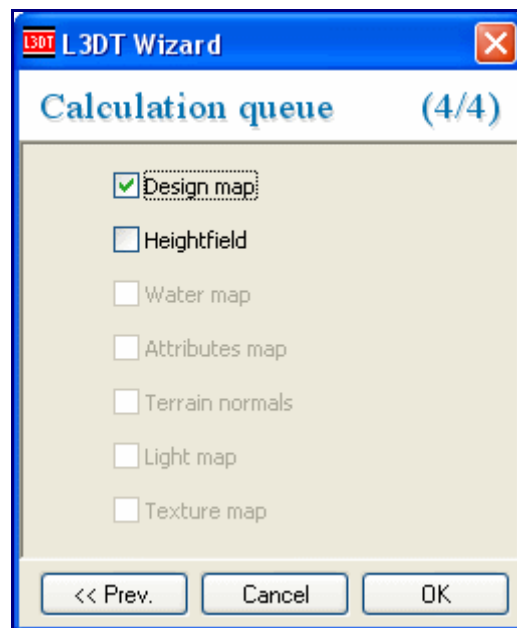
Your settings should look as below:



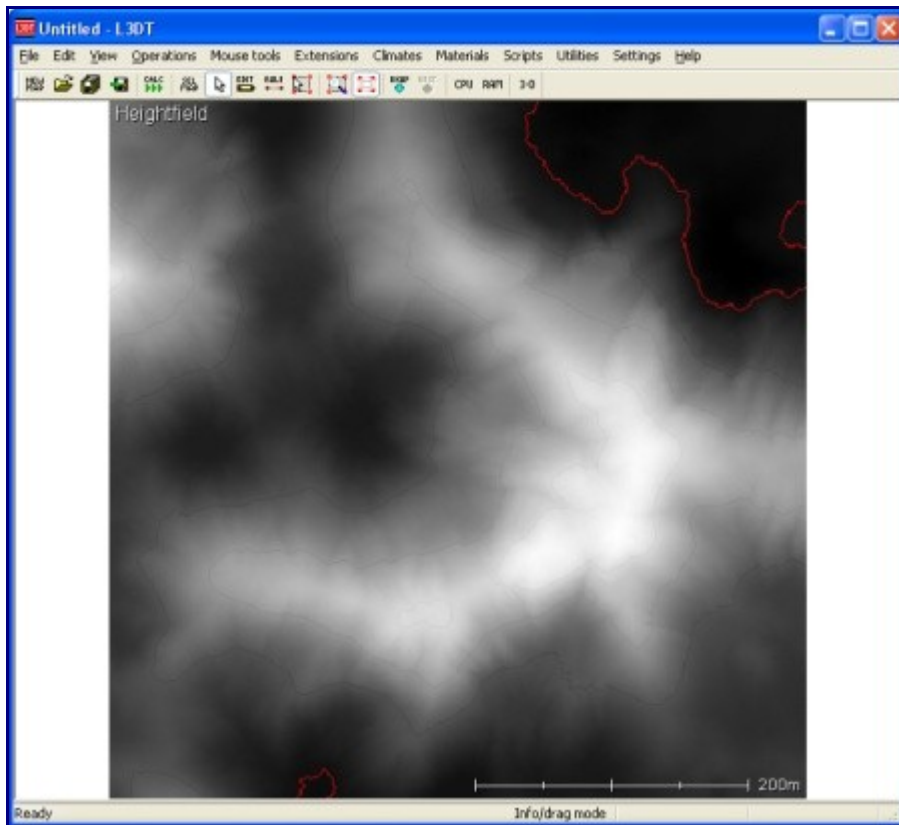
Click ‘next >>’ to proceed to the ‘design map parameters’ wizard, shown below:



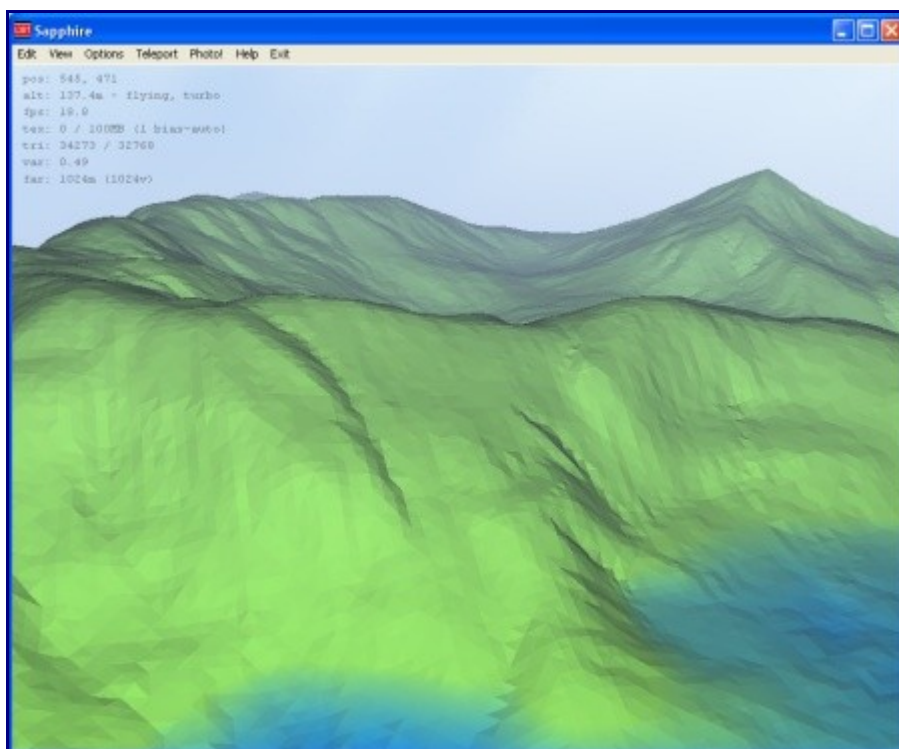
You may use the default settings here. Click 'next >>' to proceed to the 'calculation queue' wizard, shown below:



Enable both the 'Design map' and 'heightfield' options, and press 'OK'. L3DT will then generate the heightfield for you, and render it in the 2D display:

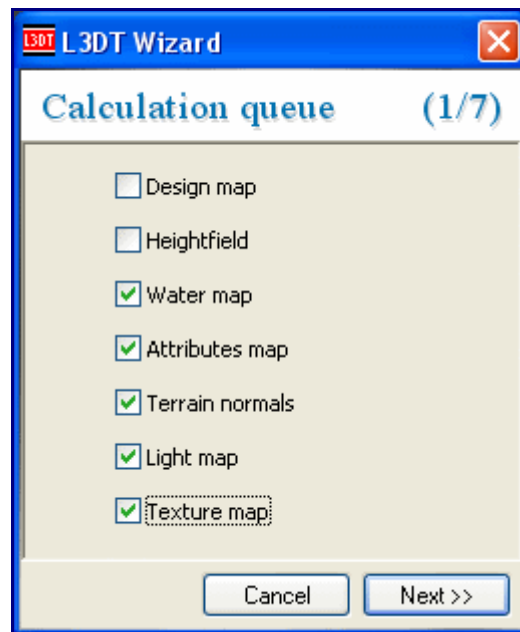


If you wish to view or edit the terrain in 3D, you may do so by pressing the '3-D' button on the toolbar. This will open the 'Sapphire' 3D renderer for L3DT, which should look something like this:

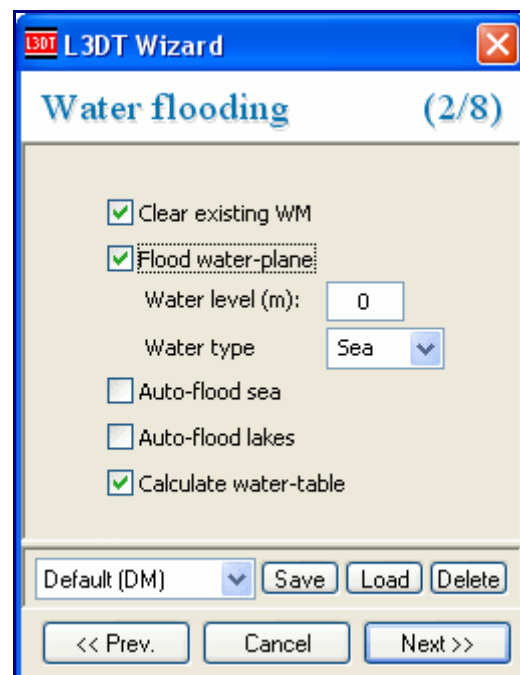


The instructions for using Sapphire [are given here](#).

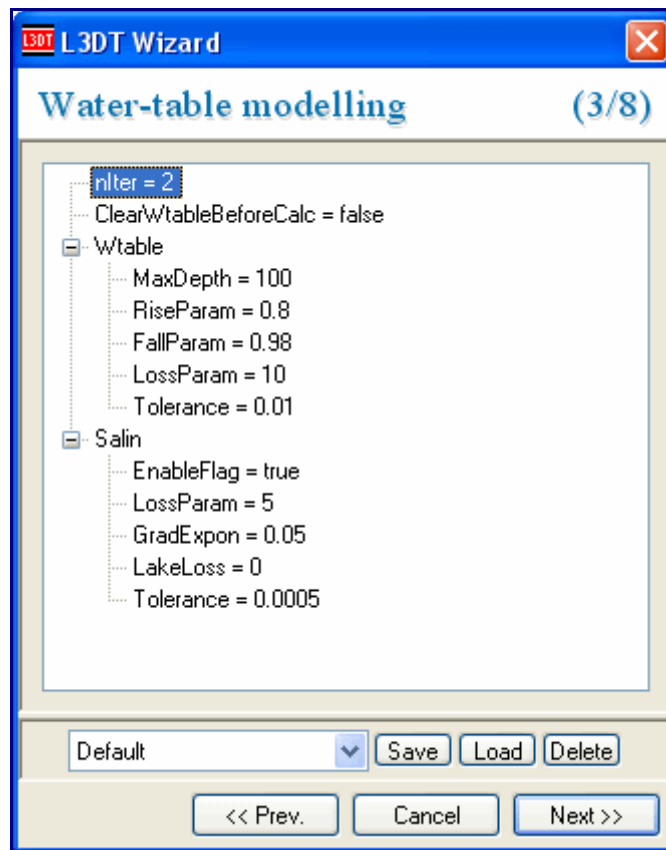
Once you've finished your viewing and editing, close Sapphire and select the 'calc >>>' toolbar button in L3DT. This will re-open the 'calculation queue' wizard. In this wizard, enable the 'Water map' option and every option below it, like so:



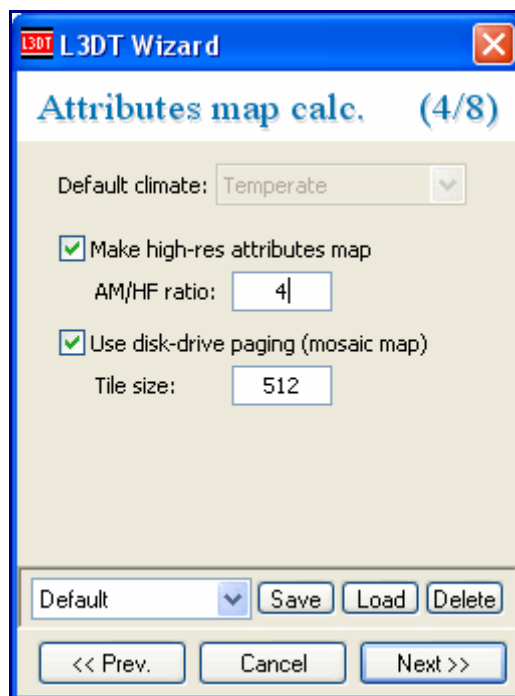
Click 'next >>' to proceed to the water map wizard pane. Change the settings to those shown below:



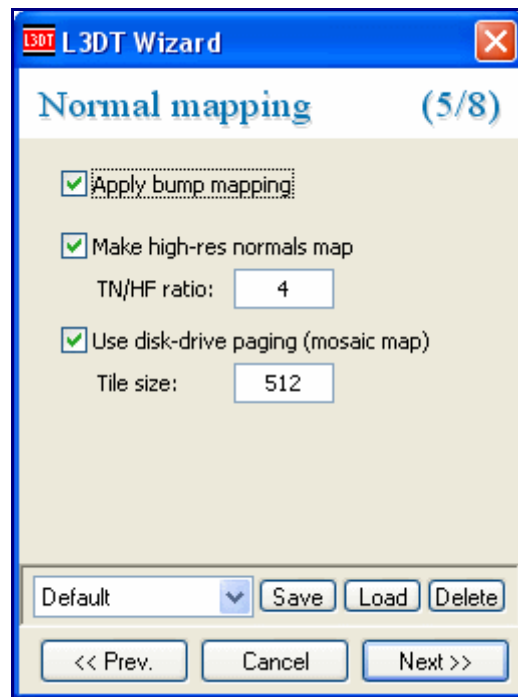
Click 'next>>' to proceed to the 'water table' wizard, shown below:



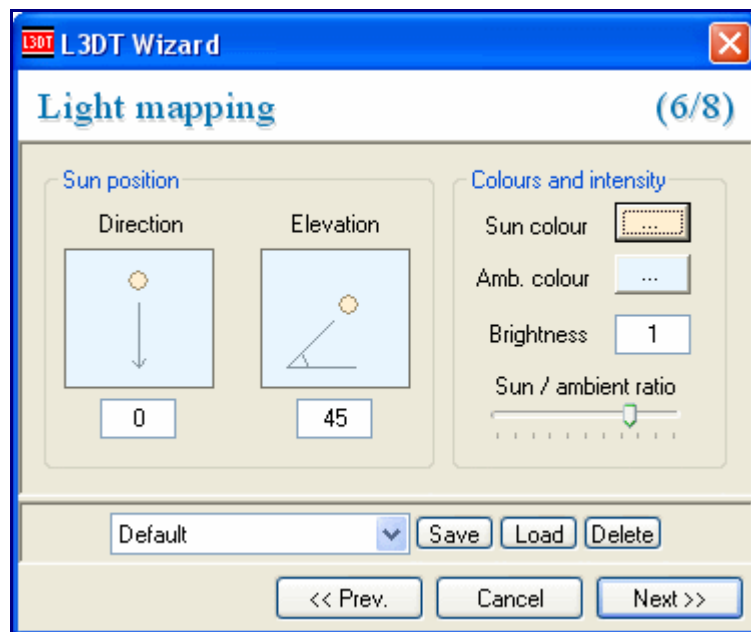
You don't need to change these settings, so click 'next >>' to proceed to the 'attributes map' wizard (see below). Change the settings to those shown below:



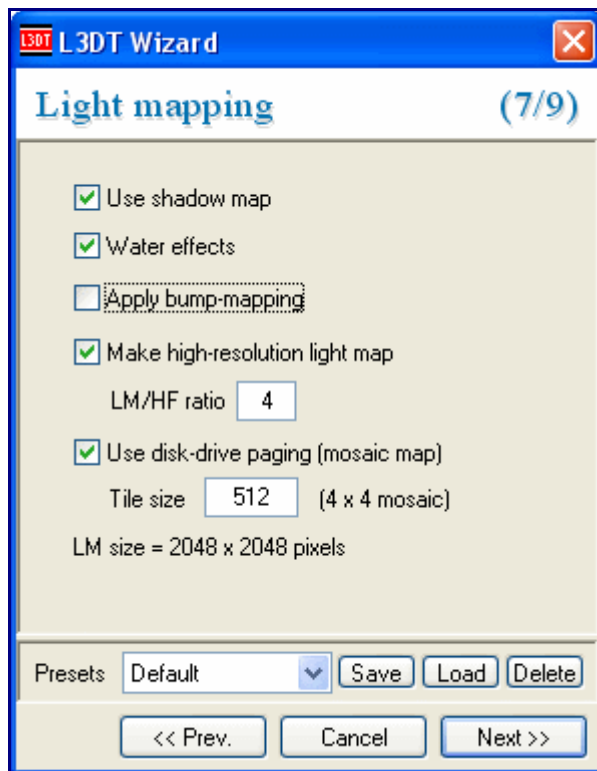
Click 'next >>' to proceed to the 'normal mapping' wizard (see below). Change the settings to those shown below:



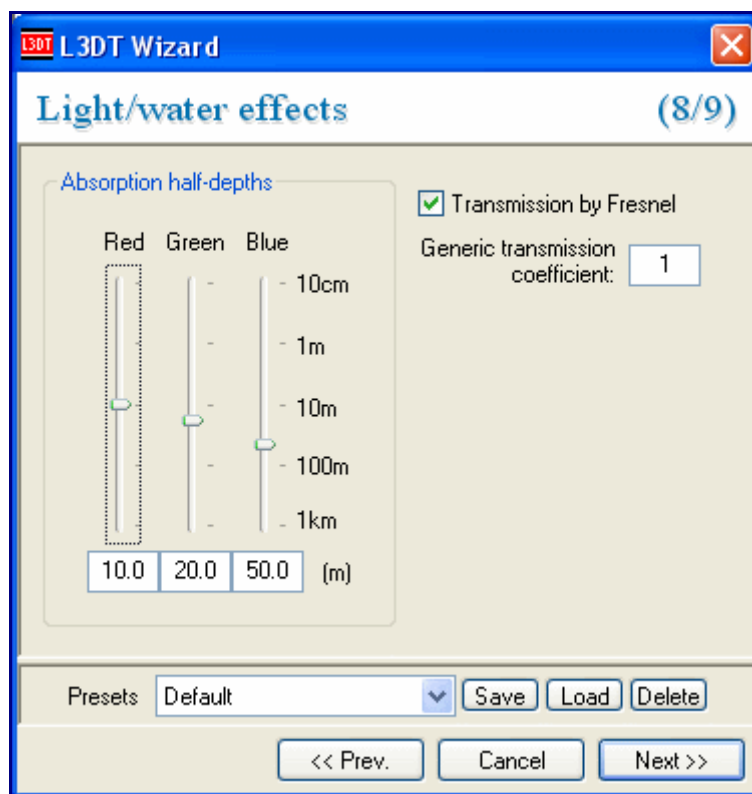
Click 'next >>' to proceed to the 'light mapping' wizard wizard (see below).



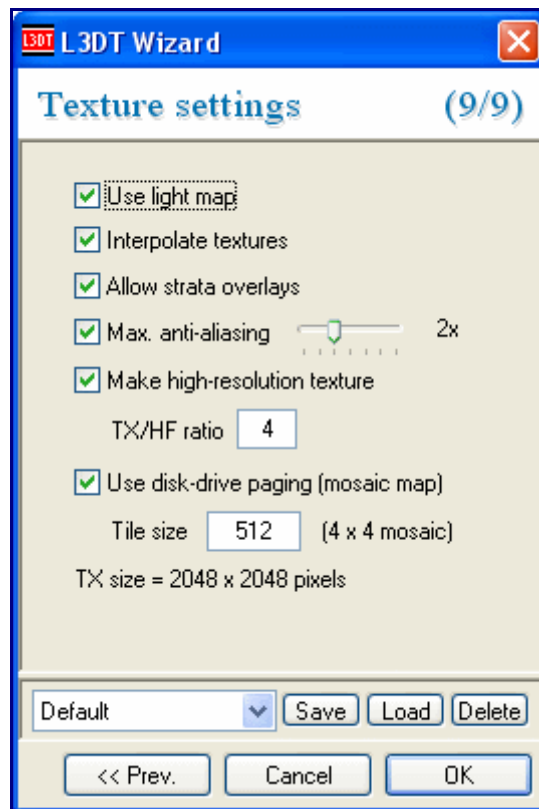
You don't need to change these settings, so click 'next >>' to proceed to the 'light mapping (2)' wizard (see below). Change the settings to those shown below:



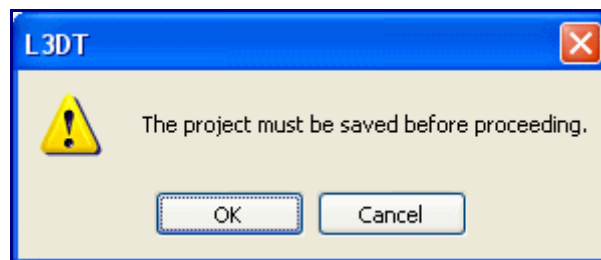
Click 'next >>' to proceed to the 'Light/water effects' wizard (see below).



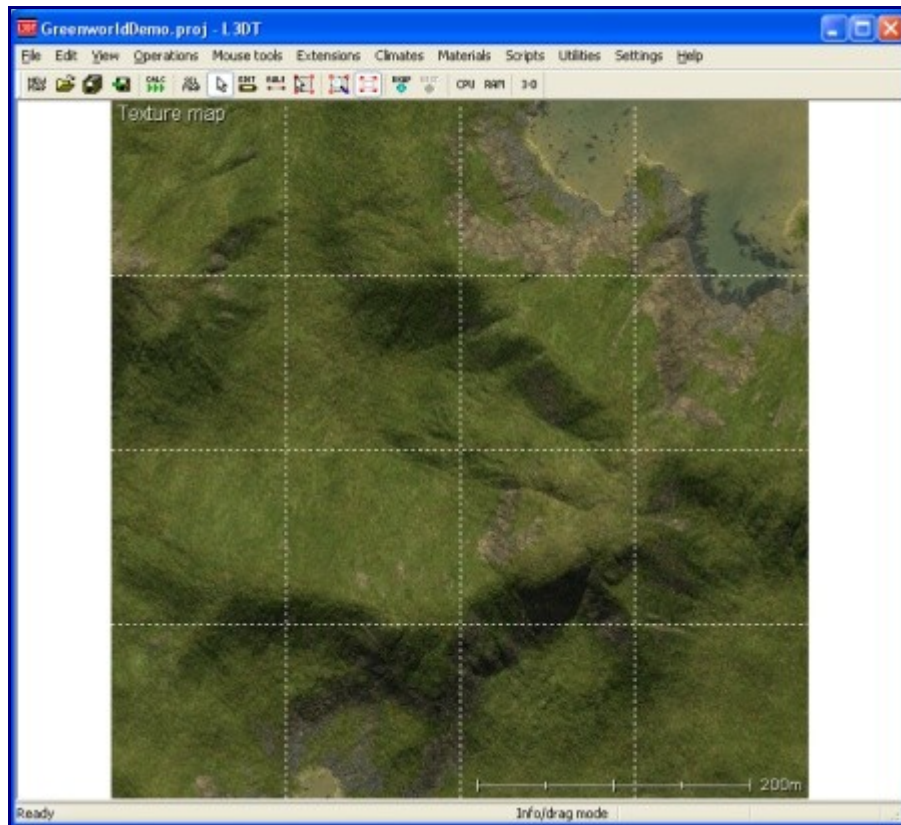
You don't need to change these settings, so click 'next >>' to proceed to the 'texture mapping' wizard (see below). Change the settings to those shown below:



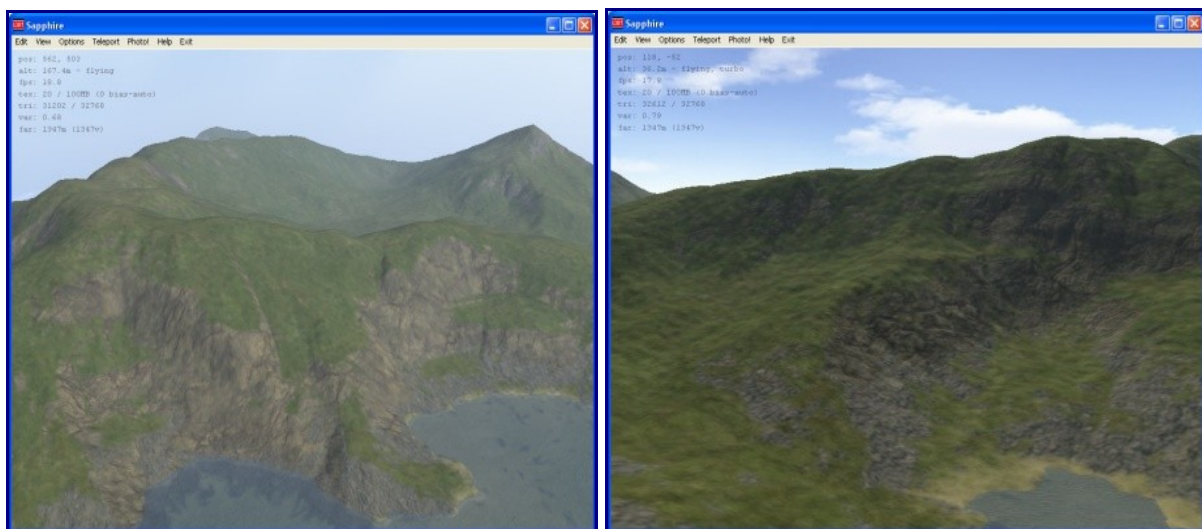
Click 'OK' to generate your map. You will then be shown this message:



Click OK, and save your map project somewhere (it doesn't matter where). L3DT will now calculate several maps, and when done it will show the texture map in the 2D view:



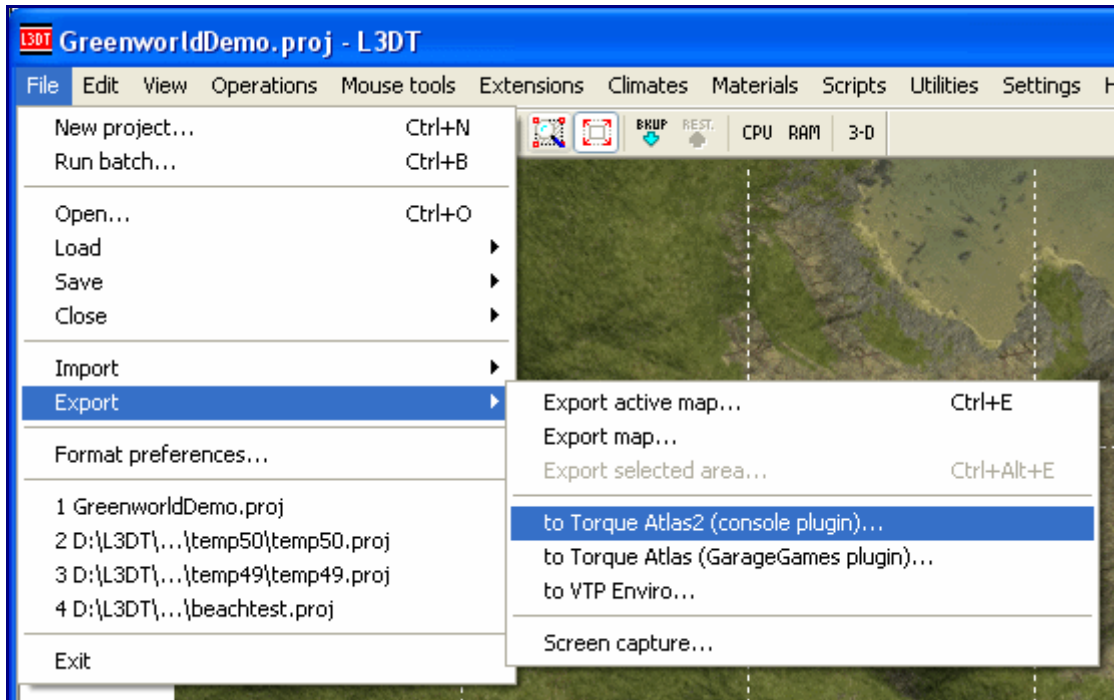
To view the complete terrain in 3D, press the '3-D' button on the toolbar. This will again open the 'Sapphire' 3D renderer, which should look something like this:



The map is now complete, so close Sapphire and press the save button on the toolbar to save your project.

Exporting your Atlas file from L3DT

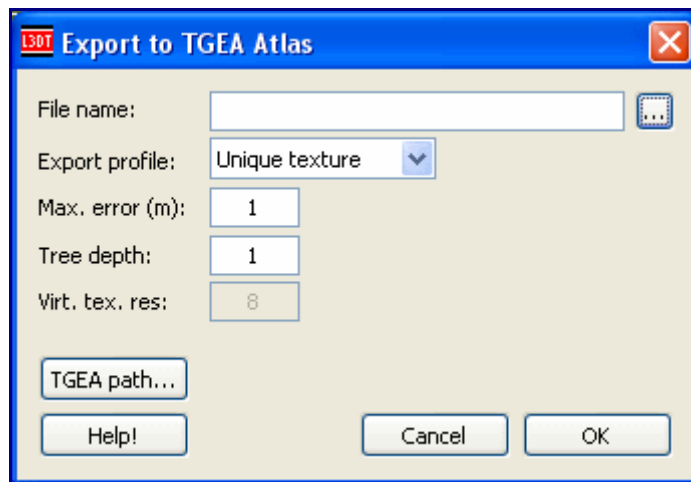
Select the menu option at ‘File→Export→to Torque Atlas2 (console plugin)...’ (as below):



If this is the first time you have used the Atlas2 export option, you will be asked to select the TGEA file used to generate the Atlas terrain. Select the file at:

C:\Program Files\Torque\TGEA_1_7_0\GameExamples\AtlasDemo\game\AtlasDemo.exe

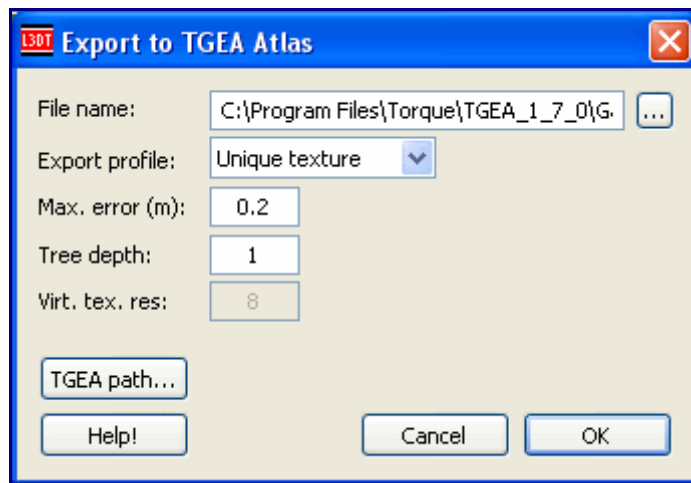
Next, L3DT will open the ‘Export to TGEA Atlas’ dialog box, shown below:



Press the ‘...’ button, and *browse to the directory given below*, and enter a filename (e.g. ‘blah.atlas’):

C:\Program Files\Torque\TGEA_1_7_0\GameExamples\AtlasDemo\game\scriptsAndAssets\data\terrains\

Also, set the ‘max error’ value to 0.2 (as below):



Press OK to launch TGEA to generate the Atlas file. If TGEA crashes, go back to the export window and increase the 'max error' value (e.g. to 0.5m, 1m, 2m, etc.) until TGEA no-longer crashes.

If no errors are displayed, the Atlas file exported OK.

Loading Atlas terrain in TGEA

Open the 'simple.mis' file from the following directory in a text editor:

```
C:\Program Files\Torque\TGEA_1_7_0\GameExamples\AtlasDemo\game\scriptsAndAssets\data\missions\
```

On the line that says:

```
atlasFile = "~/data/terrains/arcticBlended.atlas";
```

...change it to:

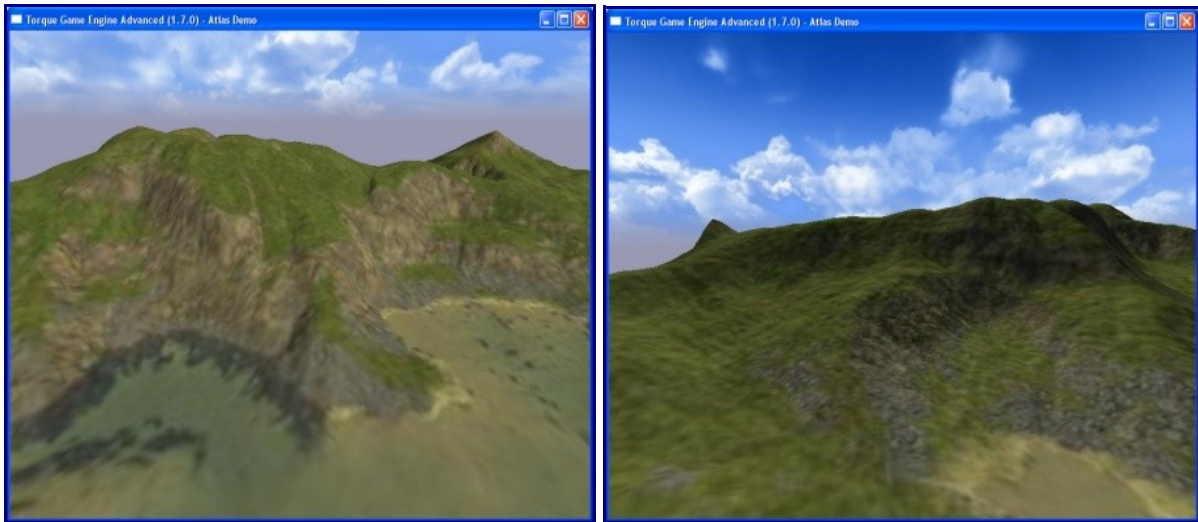
```
atlasFile = "~/data/terrains/[whatever your filename was].atlas";
```

For starters, it is also a good idea to comment-out the water block section from the mission file (surround it in '/' and '/' block quote markers.) Once you're satisfied the terrain is OK, you can then un-comment the block and tweak the water block position.

Finally, launch the 'AtlasDemo.exe' file in the following directory:

```
C:\Program Files\Torque\TGEA_1_7_0\GameExamples\AtlasDemo\game\
```

After some loading and initialisation, TGEA should show your terrain, and look something like this:



Troubleshooting

Problems with L3DT

If you have any problems with L3DT, please ask for help in the [help and support forum](#).

Problems with TGEA

If you have any problems with TGEA, please ask for help in the [Bundysoft](#) or [GarageGames](#) forums. **Remember** to post the contents of your 'console.log' file, which you will find in the following directory:

```
C:\Program Files\Torque\TGEA_1_7_0\GameExamples\AtlasDemo\game\
```