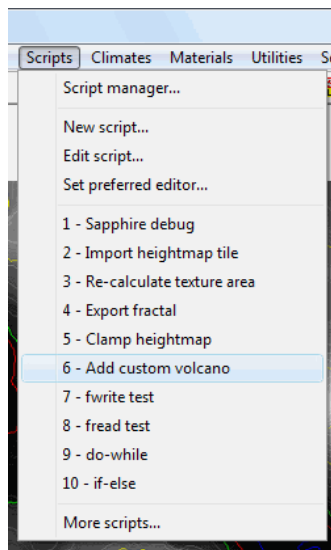


How to make a custom volcano

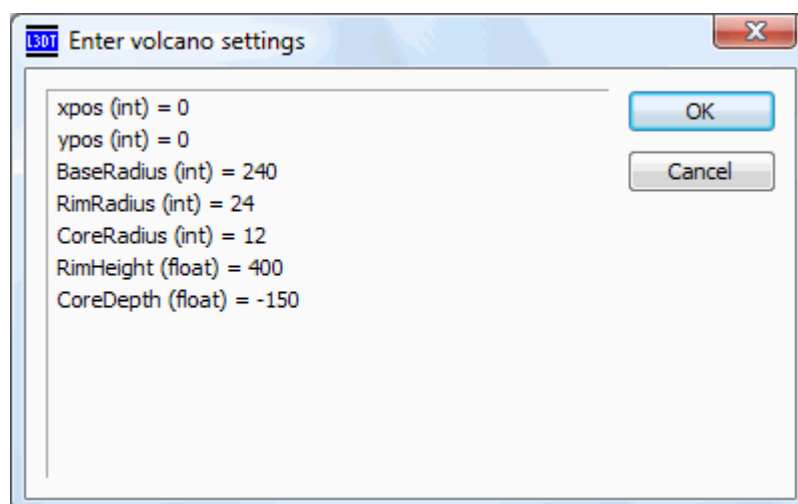
| | |
|---------------------|-----------------------|
| Author | Aaron |
| Last updated | 19th of March, 2009 |

[Note: To follow this tutorial, it is recommended that you use L3DT v2.7 or later.]

If you create a volcano in your map using L3DT's [design map](#), you are limited to two choices of volcano size: 'large', and 'small'. However, if you want to create a volcano with a custom size (radius/height/etc), there is a way. Select the 'Scripts→Add custom volcano' menu option, as shown below:



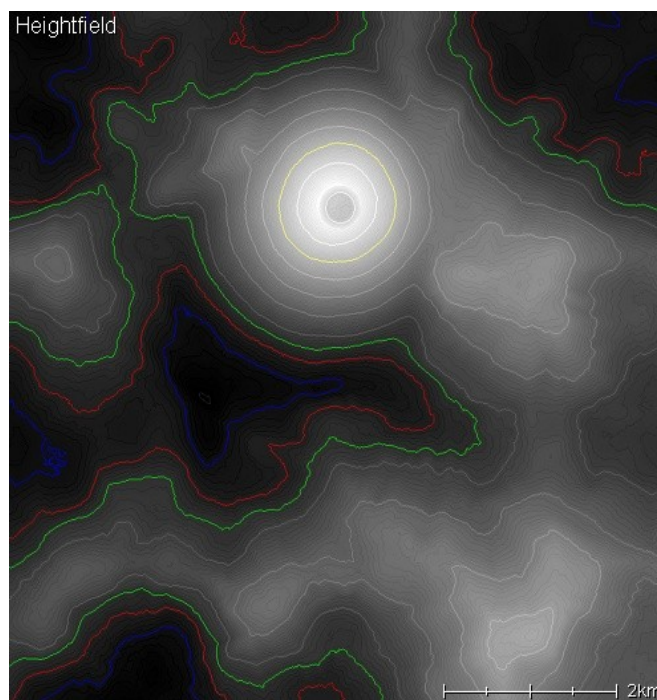
When you do this, the script will ask you for the volcano settings, using the dialog box shown below:



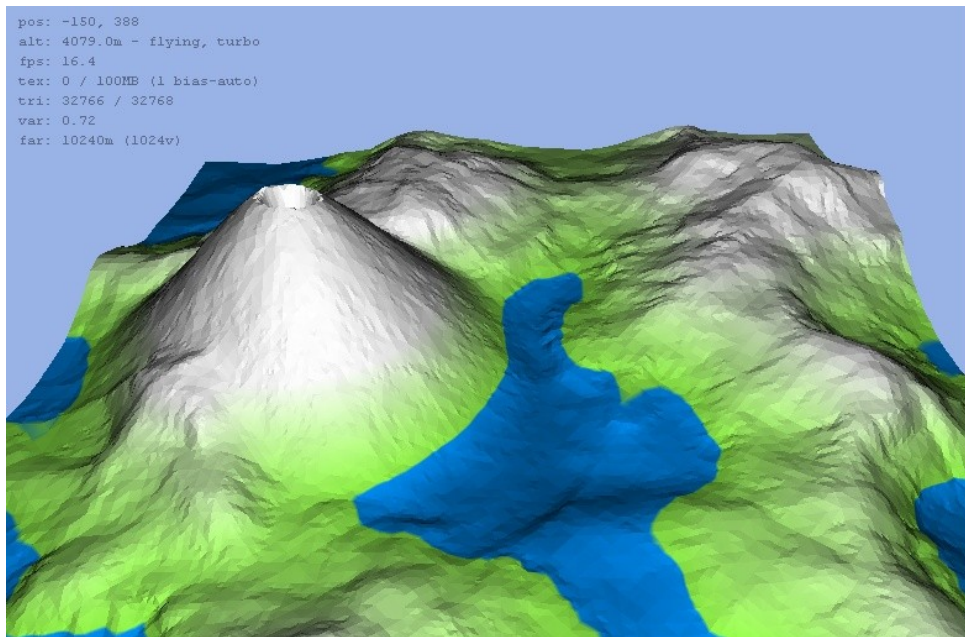
To edit these settings, double-click on them. Their function are explained below:

| | |
|-------------------|--|
| xpos | The x-coordinate of the volcano centre, taken from the left edge of the map. For a 512×512 pixel heightfield, the left edge is 0, the centre is ~256 and the right edge is 511. |
| ypos | The y-coordinate of the volcano centre, taken from the bottom edge of the map. For a 512×512 pixel heightfield, the bottom edge is 0, the centre is ~256 and the top edge is 511. |
| BaseRadius | The radius of the outer edge of the volcano, measured in heightfield pixel units. A ‘large’ volcano in L3DT has a base radius of 240. |
| RimRadius | The radius of the top rim of the volcano, measured in heightfield pixel units. A ‘large’ volcano in L3DT has a rim radius of 24. |
| CoreRadius | The radius of the inner ‘core’ of the volcano, measured in heightfield pixel units. A ‘large’ volcano in L3DT has a core radius of 12. |
| RimHeight | The height of the top rim of the volcano above the surrounding terrain, measured in metres. A ‘large’ volcano in L3DT has a rim height of 400. For a taller volcano, increase this number. |
| CoreDepth | The depth of the inner core of the volcano relative to the top rim, measured in metres (and should be negative). A ‘large’ volcano in L3DT has a core depth of -150. |

Once you click OK, L3DT will generate the volcano and refresh the heightfield display when done. Note that there is no progress display during volcano generation, and the user interface may appear to freeze for a few seconds. Once the volcano is complete, the new heightmap should look something like this:



And in 3D (via *Sapphire*):



That's it. I hope this has helped.

Cheerio,

Aaron.