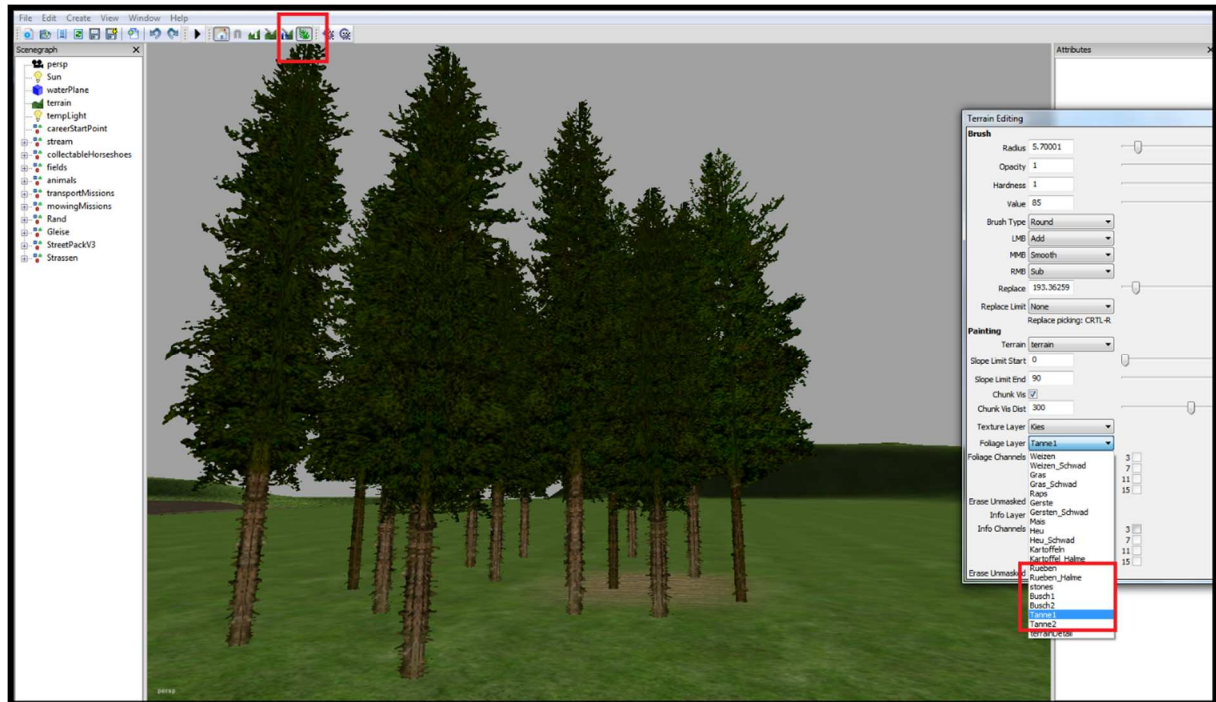


Tutorial

Da ich selbst noch kein Perfektes Foliage Bäume TUT gefunden habe, habe ich mich mal dran gesetzt und ein geschrieben:

Vorerst: Foliage-Bäume sind keine echten Bäume (.i3ds) zum Einfügen mit dem GE, sondern sind so zu sagen zu "säen" auf der Map. So wie z.B. die Stones zum Map dekorieren.



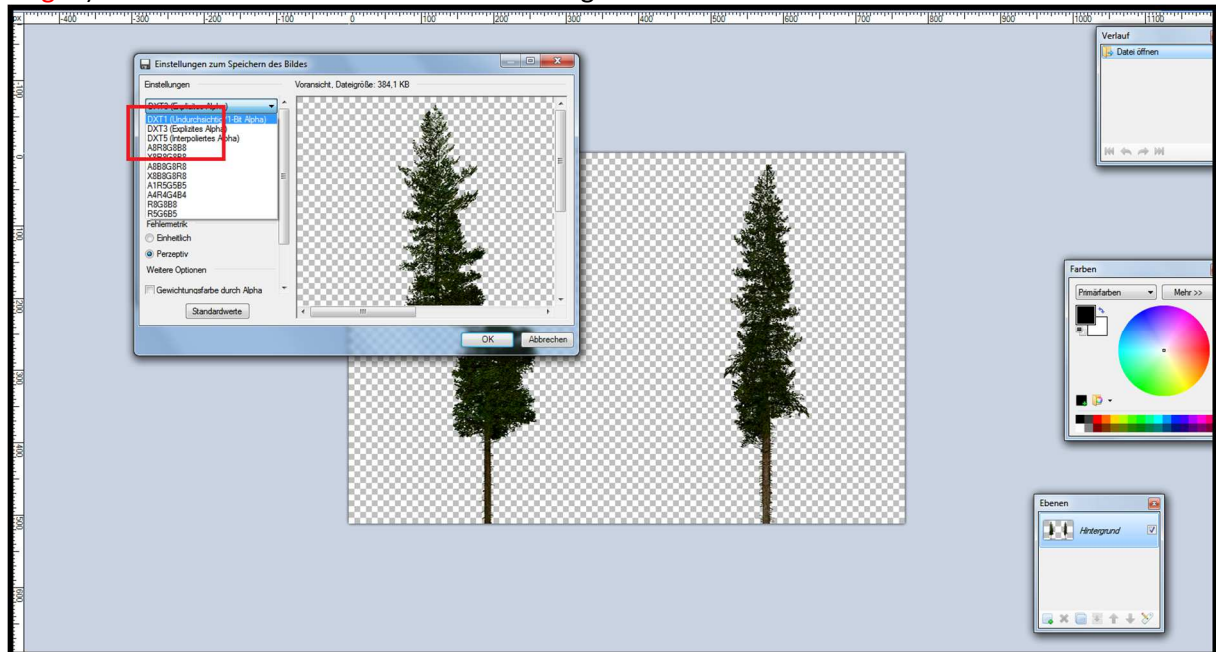
Benötigte Programme:

Giants Editor 5.0.3 <http://gdn.giants-software.com/downloads.php>
Notepad++ http://www.chip.de/downloads/Notepad_12996935.html
Paint.net http://www.chip.de/downloads/Paint.NET_13015268.html

Benötigte Mods:

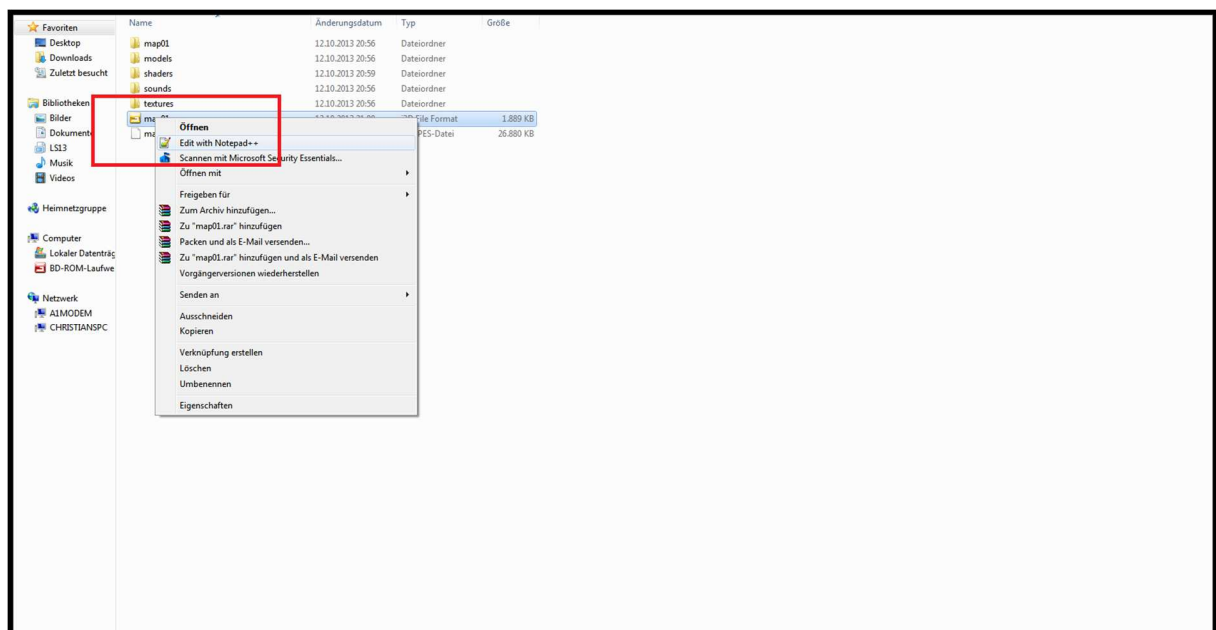
Flexensteiner Bäume <http://www.modhoster.de/mods/flexensteiner-baeume-auf-eigene-map>

Diese sind von LS11, jedoch muss man die .dds Dateien lediglich mit paint.net Öffnen und mit DXT1, DXT3 oder DXT5 abspeichern, und evtl. die Größe einrichten [AxA und nicht AxB] (paint.net Shortcut: Strg+R) dann hat man auch keine Textur Warnings:

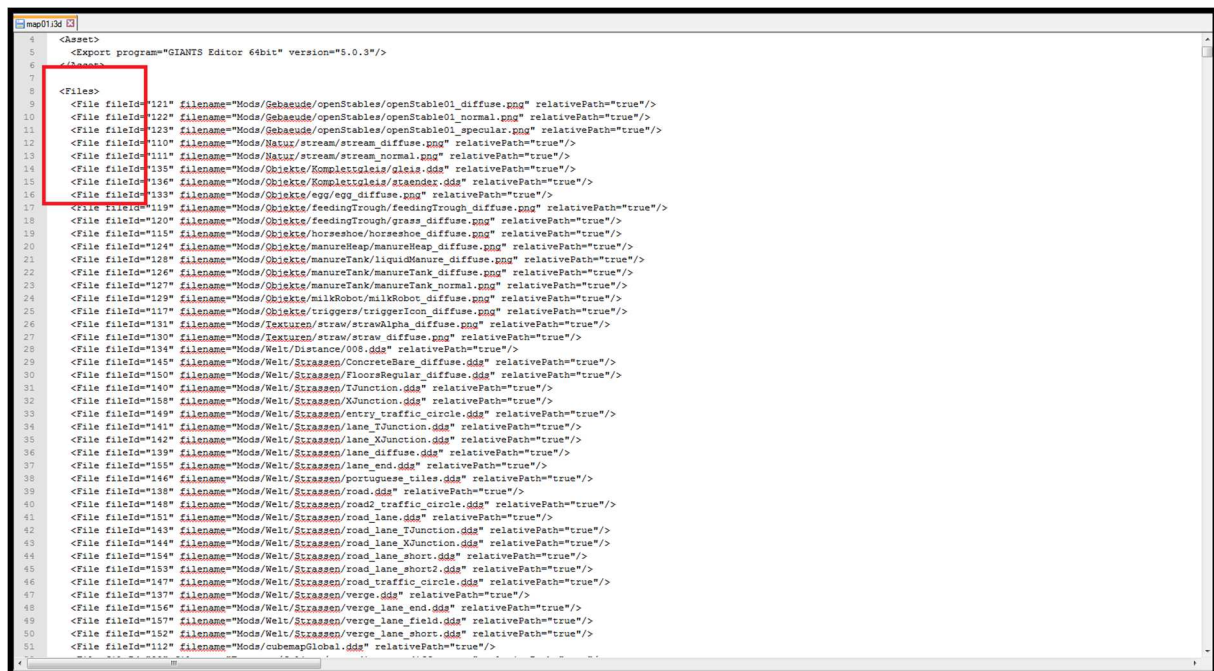


Die heruntergeladenen Bild Dateien kommen, wie beschrieben, in die Ordner map01 und textures/foliage.

Danach öffnet man die Map .i3d mit Notepad++ ...



...und sucht sich die "Files" Einträge [Ganz oben]



Und fügt unter der letzten Zeile das hier ein:

```
<File fileId="1001" filename="map01/treesLaub2_density.png" relativePath="true"/>
<File fileId="1002" filename="map01/treesNadel1_density.png" relativePath="true"/>
<File fileId="1003" filename="map01/treesNadel2_density.png" relativePath="true"/>
<File fileId="2000" filename="textures/foilage/foilage_treesLaub1_diffuse.png" relativePath="true"/>
<File fileId="2001" filename="textures/foilage/foilage_treesLaub2_diffuse.png" relativePath="true"/>
<File fileId="2002" filename="textures/foilage/foilage_treesNadel1_diffuse.png" relativePath="true"/>
<File fileId="2003" filename="textures/foilage/foilage_treesNadel2_diffuse.png" relativePath="true"/>
```

Aussehen sollte das ganze danach so:

```
map013d 13
149 <File fileId="86" filename="map01/stones_density.png" relativePath="true"/>
150 <File fileId="89" filename="map01/treesLaub1_density.png" relativePath="true"/>
151 <File fileId="90" filename="map01/treesLaub2_density.png" relativePath="true"/>
152 <File fileId="92" filename="map01/treesNadel1_density.png" relativePath="true"/>
153 <File fileId="94" filename="map01/treesNadel2_density.png" relativePath="true"/>
154 <File fileId="108" filename="particleSystems/particleSystemShader.xml" relativePath="true"/>
155 <File fileId="107" filename="particleSystems/waterSplashParticle.png" relativePath="true"/>
156 <File fileId="39" filename="shaders/fruitGrowthFoliageShader.xml" relativePath="true"/>
157 <File fileId="109" filename="shaders/grassShader.xml" relativePath="true"/>
158 <File fileId="116" filename="shaders/horsetoeShader.xml" relativePath="true"/>
159 <File fileId="2" filename="shaders/oceanShader.xml" relativePath="true"/>
160 <File fileId="88" filename="shaders/solidFoliageShader.xml" relativePath="true"/>
161 <File fileId="113" filename="shaders/streamShader.xml" relativePath="true"/>
162 <File fileId="118" filename="shaders/uOffsetShader.xml" relativePath="true"/>
163 <File fileId="41" filename="shaders/windrowFoliageShader.xml" relativePath="true"/>
164 <File fileId="1000" filename="map01/treesLaub1_density.png" relativePath="true"/>
165 <File fileId="1001" filename="map01/treesLaub2_density.png" relativePath="true"/>
166 <File fileId="1002" filename="map01/treesNadel1_density.png" relativePath="true"/>
167 <File fileId="1003" filename="map01/treesNadel2_density.png" relativePath="true"/>
168 <File fileId="2000" filename="textures/foilage/foilage_treesLaub1_diffuse.png" relativePath="true"/>
169 <File fileId="2001" filename="textures/foilage/foilage_treesLaub2_diffuse.png" relativePath="true"/>
170 <File fileId="2002" filename="textures/foilage/foilage_treesNadel1_diffuse.png" relativePath="true"/>
171 <File fileId="2003" filename="textures/foilage/foilage_treesNadel2_diffuse.png" relativePath="true"/>
172 </Files>
173
174 <Materials>
175
176 <Material name="lambert1" materialId="18" diffuseColor="0.494118 0.494118 0.494118 1" ambientColor="1 1 1">
177 </Material>
178 <Material name="water_mat" materialId="21" ambientColor="1 1 1" cosPower="5000" specularColor="1 1 1" customShaderId="2">
179 <NormalMap fileId="1"/>
180 <ReflectionMap type="planar" resolution="512" refractiveIndex="1.03" bumpScale="0.1" objectMask="1"/>
181 <RefractionMap cosEff="0.4" bumpScale="0.03"/>
182 <DepthBlendMap resolution="512" blendDistances="1.5 0 0" objectMask="2147483647"/>
183 <CustomParameter name="bumpSpeedScale" value="3 2 0.008 0"/>
184 <CustomParameter name="distanceFogInfo" value="0.92941 0.96862 1 0.0004"/>
185 <CustomParameter name="reflectionAmount" value="0.5 0 0 0"/>
186 <CustomParameter name="underwaterFogColor" value="0.1921 0.2627 0.3411 0"/>
187 </Material>
188 <Material name="strawAlpha_mat" materialId="23" ambientColor="1 1 1">
189 <Texture fileId="131"/>
190 </Material>
191 <Material name="foilageGrass_mat" materialId="10" ambientColor="1 1 1" customShaderId="39">
192 <Texture fileId="12"/>
193 <CustomParameter name="alphaBlendStartEnd" value="70 75 0 0"/>
194 </Material>
195 <Material name="stream_mat" materialId="12" ambientColor="1 1 1" cosPower="2" specularColor="2 2 2" alphaBlending="true" customShaderId="113">
196 </Material>
197
198 </Materials>
```

Als nächste sucht man sich die "Material" Einträge ...

```
map013d 13
198 <Material name="road_lane_short" materialId="66" ambientColor="1 1 1">
199 <Texture fileId="154"/>
200 </Material>
201 <Material name="verge_lane_short" materialId="67" ambientColor="1 1 1">
202 <Texture fileId="152"/>
203 </Material>
204 <Material name="hill008" materialId="68" ambientColor="1 1 1">
205 <Texture fileId="134"/>
206 </Material>
207 <Material name="06 - Default" materialId="69" ambientColor="0.588235 0.588235 0.588235">
208 <Texture fileId="136"/>
209 </Material>
210 <Material name="default" materialId="70" ambientColor="0.588 0.588 0.588">
211 <Texture fileId="135"/>
212 </Material>
213 <Material name="road_lane_short2" materialId="71" ambientColor="1 1 1">
214 <Texture fileId="153"/>
215 </Material>
216 <Material name="verge_lane_end" materialId="72" ambientColor="1 1 1">
217 <Texture fileId="156"/>
218 </Material>
219 <Material name="liquidManure_mat" materialId="17" ambientColor="1 1 1" cosPower="20" specularColor="0.341466 0.297139 0.217288">
220 <Texture fileId="128"/>
221 </Material>
222 <Material name="road_lane" materialId="73" ambientColor="1 1 1">
223 <Texture fileId="151"/>
224 </Material>
225 <Material name="verge_lane_field" materialId="74" ambientColor="1 1 1">
226 <Texture fileId="157"/>
227 </Material>
228 <Material name="road_diffuse" materialId="75" ambientColor="1 1 1">
229 <Texture fileId="138"/>
230 </Material>
231 <Material name="lane_diffuse" materialId="76" ambientColor="1 1 1">
232 <Texture fileId="139"/>
233 </Material>
234 <Material name="road2_traffic_circle" materialId="77" ambientColor="1 1 1">
235 <Texture fileId="148"/>
236 </Material>
237 <Material name="road_traffic_circle" materialId="78" ambientColor="1 1 1">
238 <Texture fileId="147"/>
239 </Material>
240 <Material name="floorregular_diffuse" materialId="79" ambientColor="1 1 1">
241 <Texture fileId="150"/>
242 </Material>
243 </Materials>
```

... und fügt folgendes vor dem letzten Wort "Material" ein:


```

</Material>
<Material name="foliage_treesLaub2_mat" materialId="3001" ambientColor="1.5 1.5 1.5"
customShaderId="XX">
<Texture fileId="2001"/>
<CustomParameter name="fadeStartEnd" value="225 300 0 0"/>
</Material>
<Material name="foliage_treesNadel1_mat" materialId="3002" ambientColor="1.5 1.5 1.5"
customShaderId="XX">
<Texture fileId="2002"/>
<CustomParameter name="fadeStartEnd" value="225 300 0 0"/>
</Material>
<Material name="foliage_treesNadel2_mat" materialId="3003" ambientColor="1.5 1.5 1.5"
customShaderId="XX">
<Texture fileId="2003"/>
<CustomParameter name="fadeStartEnd" value="225 300 0 0"/>
</Material>

```

[Das "XX" muss mit der growthShader ID ersetzt werden die Ihr hier findet:

[Suchen Strg+F: fruitGrowthFoliageShader]

[Diese kann von Map zu Map variieren]

```

124 <File fileId="77" filename="textures/terrain/dirt_diffuse.png" relativePath="true"/>
125 <File fileId="6" filename="textures/terrain/dirt_distance_diffuse.png" relativePath="true"/>
126 <File fileId="10" filename="textures/terrain/grass_diffuse.png" relativePath="true"/>
127 <File fileId="9" filename="textures/terrain/grass_distance_diffuse.png" relativePath="true"/>
128 <File fileId="19" filename="textures/terrain/gravel_diffuse.png" relativePath="true"/>
129 <File fileId="12" filename="textures/terrain/gravel_distance_diffuse.png" relativePath="true"/>
130 <File fileId="132" filename="textures/terrain/ground/leakyConcreteWall_diffuse.png" relativePath="true"/>
131 <File fileId="28" filename="textures/terrain/lawnGrass_diffuse.png" relativePath="true"/>
132 <File fileId="27" filename="textures/terrain/lawnGrass_distance_diffuse.png" relativePath="true"/>
133 <File fileId="13" filename="textures/terrain/rock_diffuse.png" relativePath="true"/>
134 <File fileId="12" filename="textures/terrain/rock_distance_diffuse.png" relativePath="true"/>
135 <File fileId="1" filename="textures/water_normal.png" relativePath="true"/>
136 <File fileId="20" filename="map01/asphalt_weight.png" relativePath="true"/>
137 <File fileId="14" filename="map01/beachSand_weight.png" relativePath="true"/>
138 <File fileId="23" filename="map01/cobblestone_weight.png" relativePath="true"/>
139 <File fileId="96" filename="map01/cultivator_density.png" relativePath="true"/>
140 <File fileId="5" filename="map01/dirt_weight.png" relativePath="true"/>
141 <File fileId="30" filename="map01/fruit_density.png" relativePath="true"/>
142 <File fileId="8" filename="map01/grass_weight.png" relativePath="true"/>
143 <File fileId="17" filename="map01/gravel_weight.png" relativePath="true"/>
144 <File fileId="29" filename="map01/infoLayer.png" relativePath="true"/>
145 <File fileId="26" filename="map01/lawnGrass_weight.png" relativePath="true"/>
146 <File fileId="3" filename="map01/map01_dem.png" relativePath="true"/>
147 <File fileId="4" filename="map01/map01_sat.png" relativePath="true"/>
148 <File fileId="11" filename="map01/rock_weight.png" relativePath="true"/>
149 <File fileId="96" filename="map01/stones_density.png" relativePath="true"/>
150 <File fileId="99" filename="map01/treesLaub1_density.png" relativePath="true"/>
151 <File fileId="90" filename="map01/treesLaub2_density.png" relativePath="true"/>
152 <File fileId="92" filename="map01/treesNadel1_density.png" relativePath="true"/>
153 <File fileId="94" filename="map01/treesNadel2_density.png" relativePath="true"/>
154 <File fileId="109" filename="particleSystems/particleSystemShader.xml" relativePath="true"/>
155 <File fileId="107" filename="particleSystems/watercorrosionShader.xml" relativePath="true"/>
156 <File fileId="39" filename="shaders/fruitGrowthFoliageShader.xml" relativePath="true"/>
157 <File fileId="103" filename="shaders/groundShader.xml" relativePath="true"/>
158 <File fileId="116" filename="shaders/mossesSnowShader.xml" relativePath="true"/>
159 <File fileId="2" filename="shaders/oceanShader.xml" relativePath="true"/>
160 <File fileId="98" filename="shaders/polidFoliageShader.xml" relativePath="true"/>
161 <File fileId="113" filename="shaders/streamShader.xml" relativePath="true"/>
162 <File fileId="118" filename="shaders/uvOffsetShader.xml" relativePath="true"/>
163 <File fileId="41" filename="shaders/windowFoliageShader.xml" relativePath="true"/>
164 <File fileId="125" filename="vehicles/manure_diffuse.png" relativePath="true"/>
165 <File fileId="1000" filename="map01/treesLaub1_density.png" relativePath="true"/>
166 <File fileId="1001" filename="map01/treesLaub2_density.png" relativePath="true"/>
167 <File fileId="1002" filename="map01/treesNadel1_density.png" relativePath="true"/>
168 <File fileId="1003" filename="map01/treesNadel2_density.png" relativePath="true"/>
169 <File fileId="2000" filename="textures/foilage/foilage_treesLaub1_diffuse.png" relativePath="true"/>
170 <File fileId="2001" filename="textures/foilage/foilage_treesLaub2_diffuse.png" relativePath="true"/>
171 <File fileId="2002" filename="textures/foilage/foilage_treesNadel1_diffuse.png" relativePath="true"/>

```

Aussehen hatt das Ganze dan so:

```
map01.13d
<Material name="road_lane" materialId="73" ambientColor="1 1 1">
  <Texture fileId="151"/>
</Material>
<Material name="verge_lane_field" materialId="74" ambientColor="1 1 1">
  <Texture fileId="157"/>
</Material>
<Material name="road_diffuse" materialId="75" ambientColor="1 1 1">
  <Texture fileId="138"/>
</Material>
<Material name="lane_diffuse" materialId="76" ambientColor="1 1 1">
  <Texture fileId="139"/>
</Material>
<Material name="road2_traffic_circle" materialId="77" ambientColor="1 1 1">
  <Texture fileId="148"/>
</Material>
<Material name="road_traffic_circle" materialId="78" ambientColor="1 1 1">
  <Texture fileId="147"/>
</Material>
<Material name="floorregular_diffuse" materialId="79" ambientColor="1 1 1">
  <Texture fileId="160"/>
</Material>
<Material name="foliage_treesLaub1_mat" materialId="3000" ambientColor="1.5 1.5 1.5" customShaderId="2004">
  <Texture fileId="2000"/>
  <CustomParameter name="fadeStartEnd" value="225 300 0 0"/>
</Material>
<Material name="foliage_treesLaub2_mat" materialId="3001" ambientColor="1.5 1.5 1.5" customShaderId="2004">
  <Texture fileId="2001"/>
  <CustomParameter name="fadeStartEnd" value="225 300 0 0"/>
</Material>
<Material name="foliage_treesNadel1_mat" materialId="3002" ambientColor="1.5 1.5 1.5" customShaderId="2004">
  <Texture fileId="2002"/>
  <CustomParameter name="fadeStartEnd" value="225 300 0 0"/>
</Material>
<Material name="foliage_treesNadel2_mat" materialId="3003" ambientColor="1.5 1.5 1.5" customShaderId="2004">
  <Texture fileId="2003"/>
  <CustomParameter name="fadeStartEnd" value="225 300 0 0"/>
</Material>
</Materials>
<Shapes externalShapesFile="map01.13d.shapes">
</Shapes>
<Dynamic>
  <ParticleSystem name="waterfallParticleSystem_emitter1Ref" dynamicId="11" type="sprite" rate="0.05" lifespan="1750" maxCount="100" speed="0.015" speedRandom="0" tangentSpeed="0" normalSpeed="1" spr
  <Gravity force="0 -1.5 0"/>
</ParticleSystem>
```

Dan sucht man nach dem Abschnitt "Layers"

```
map01.13d
<Light name="Sun" translation="0 400 0" rotation="-35.3926 51.396 20.8053" nodeId="476" type="directional" diffuseColor="1 1 1" emitDiffuse="true" specularColor="1 1 1" emitSpecular="true" castShad
<Terrain>
  <Terrain>
    <Layers>
      <Layer name="Druck" detailMapId="7" unitSize="16" weightMapId="5" distanceMapId="6" distanceMapUnitSize="128"/>
      <Layer name="Gras" detailMapId="10" unitSize="10" weightMapId="8" distanceMapId="9" distanceMapUnitSize="128"/>
      <Layer name="Gras2" detailMapId="13" unitSize="16" weightMapId="11" distanceMapId="12" distanceMapUnitSize="128"/>
      <Layer name="Kies" detailMapId="14" unitSize="16" weightMapId="14" distanceMapId="15" distanceMapUnitSize="128"/>
      <Layer name="Kies2" detailMapId="19" unitSize="8" weightMapId="17" distanceMapId="18" distanceMapUnitSize="128"/>
      <Layer name="Asphalt" detailMapId="22" unitSize="16" weightMapId="20" distanceMapId="21" distanceMapUnitSize="128"/>
      <Layer name="Pflaster" detailMapId="25" unitSize="8" weightMapId="23" distanceMapId="24" distanceMapUnitSize="128"/>
      <Layer name="Kiesgrus" detailMapId="28" unitSize="8" weightMapId="26" distanceMapId="27" distanceMapUnitSize="128"/>
      <InfoLayer name="InfoLayer" fileId="29" numChannels="4"/>
      <FoliageMultiLayer densityMapId="30" numChannels="12" numTypeIndexChannels="4">
        <FoliageSubLayer name="Weizen" densityMapTypeIndex="1" densityMapChannelOffset="4" numDensityMapChannels="4" materialId="9" cellSize="8" viewDistance="80" terrainOffset="0.1" objectMask="6552
        <FoliageSubLayer name="Weizen_Schwad" densityMapTypeIndex="1" densityMapChannelOffset="8" numDensityMapChannels="4" materialId="14" cellSize="8" viewDistance="80" terrainOffset="0" objectMask="65520"
        <FoliageSubLayer name="Graz" densityMapTypeIndex="2" densityMapChannelOffset="4" numDensityMapChannels="4" materialId="10" cellSize="8" viewDistance="80" terrainOffset="0" objectMask="65520"
        <FoliageSubLayer name="Graz_Schwad" densityMapTypeIndex="2" densityMapChannelOffset="8" numDensityMapChannels="4" materialId="21" cellSize="8" viewDistance="80" terrainOffset="0" objectMask="65520"
        <FoliageSubLayer name="Raps" densityMapTypeIndex="3" densityMapChannelOffset="4" numDensityMapChannels="4" materialId="8" cellSize="8" viewDistance="80" terrainOffset="0.1" objectMask="65520"
        <FoliageSubLayer name="Gerste" densityMapTypeIndex="4" densityMapChannelOffset="4" numDensityMapChannels="4" materialId="28" cellSize="8" viewDistance="80" terrainOffset="0.1" objectMask="65520"
        <FoliageSubLayer name="Gersten_Schwad" densityMapTypeIndex="4" densityMapChannelOffset="8" numDensityMapChannels="4" materialId="51" cellSize="8" viewDistance="80" terrainOffset="0" objectMas
        <FoliageSubLayer name="Mais" densityMapTypeIndex="5" densityMapChannelOffset="4" numDensityMapChannels="4" materialId="54" cellSize="8" viewDistance="80" terrainOffset="0.1" objectMask="65520"
        <FoliageSubLayer name="Bee" densityMapTypeIndex="6" densityMapChannelOffset="4" numDensityMapChannels="4" materialId="10" cellSize="8" viewDistance="80" terrainOffset="0" objectMask="65520"
        <FoliageSubLayer name="Bee_Schwad" densityMapTypeIndex="6" densityMapChannelOffset="8" numDensityMapChannels="4" materialId="22" cellSize="8" viewDistance="80" terrainOffset="0" objectMask="65520"
        <FoliageSubLayer name="Kartoffel" densityMapTypeIndex="7" densityMapChannelOffset="4" numDensityMapChannels="4" materialId="29" cellSize="8" viewDistance="80" terrainOffset="0.03" objectMask="65520"
        <FoliageSubLayer name="Rueben" densityMapTypeIndex="8" densityMapChannelOffset="4" numDensityMapChannels="4" materialId="26" cellSize="8" viewDistance="80" terrainOffset="0.03" objectMask="65520"
        <FoliageSubLayer name="Rueben_Raine" densityMapTypeIndex="8" densityMapChannelOffset="8" numDensityMapChannels="4" materialId="19" cellSize="8" viewDistance="80" terrainOffset="0.07" objectMas
      </FoliageMultiLayer>
      <FoliageMultiLayer densityMapId="86" numChannels="1" numTypeIndexChannels="0">
        <FoliageSubLayer name="stones" numDensityMapChannels="1" materialId="35" cellSize="8" viewDistance="30" terrainOffset="0" objectMask="65520" atlasSize="2" numBlocksPerUnit="1" width="1" heigh
      </FoliageMultiLayer>
      <FoliageMultiLayer densityMapId="89" numChannels="2" numTypeIndexChannels="0">
        <FoliageSubLayer name="Busch1" numDensityMapChannels="2" materialId="46" cellSize="8" viewDistance="219" terrainOffset="0" objectMask="65520" atlasSize="2" numBlocksPerUnit="0.15" width="39.5
      </FoliageMultiLayer>
      <FoliageMultiLayer densityMapId="90" numChannels="2" numTypeIndexChannels="0">
        <FoliageSubLayer name="Busch2" numDensityMapChannels="2" materialId="46" cellSize="8" viewDistance="219" terrainOffset="0" objectMask="65520" atlasSize="2" numBlocksPerUnit="0.15" width="39.5
      </FoliageMultiLayer>
      <FoliageMultiLayer densityMapId="92" numChannels="1" numTypeIndexChannels="0">
        <FoliageSubLayer name="Tunnel" numDensityMapChannels="1" materialId="47" cellSize="8" viewDistance="219" terrainOffset="0" objectMask="65520" atlasSize="2" numBlocksPerUnit="0.2" width="18.5"
      </FoliageMultiLayer>
      <FoliageMultiLayer densityMapId="94" numChannels="1" numTypeIndexChannels="0">
        <FoliageSubLayer name="Tunnel2" numDensityMapChannels="1" materialId="48" cellSize="8" viewDistance="219" terrainOffset="0" objectMask="65520" atlasSize="2" numBlocksPerUnit="0.25" width="13.5
      </FoliageMultiLayer>
      <DetailLayer name="TerrainDetail" densityMapId="96" numDensityMapChannels="7" materialId="37" densityMapShaderNames="blendMap:blendMap2" combinedValuesChannels="0 1 0:1 0:2 1 0:4 1 1:5
    </Layers>
  </Terrain>
</Terrain>
<Light name="Templight" rotation="129.982 29.192 -0.293753" visibility="false" nodeId="1012" type="directional" diffuseColor="0.6 0.6 0.6" emitDiffuse="true" specularColor="1 1 1" emitSpecular="true" castShad
```

Und fügt das hier ein:

```

</FoliageMultiLayer>
<FoliageMultiLayer densityMapId="1001" numChannels="2" numTypeIndexChannels="0">
<FoliageSubLayer name="treesLaub2" numDensityMapChannels="2" materialId="3001" cellSize="8" viewDistance="219"
terrainOffset="0" objectMask="65520" atlasSize="2" plantThreshold="0.5" numBlocksPerUnit="0.15" width="39.5"
height="16.5" widthVariance="0.3" heightVariance="1" horizontalPositionVariance="4"/>
</FoliageMultiLayer>
<FoliageMultiLayer densityMapId="1002" numChannels="1" numTypeIndexChannels="0">
<FoliageSubLayer name="treesTanne1" numDensityMapChannels="1" materialId="3002" cellSize="8" viewDistance="219"
terrainOffset="0" objectMask="65520" atlasSize="2" plantThreshold="0.5" numBlocksPerUnit="0.2" width="18.5" height="18.5"
widthVariance="0.1" heightVariance="5" horizontalPositionVariance="5"/>
</FoliageMultiLayer>
<FoliageMultiLayer densityMapId="1003" numChannels="1" numTypeIndexChannels="0">
<FoliageSubLayer name="treesTanne2" numDensityMapChannels="1" materialId="3003" cellSize="8" viewDistance="219"
terrainOffset="0" objectMask="65520" atlasSize="2" plantThreshold="0.5" numBlocksPerUnit="0.25" width="13.5"
height="14.5" widthVariance="0.1" heightVariance="5" horizontalPositionVariance="5"/>

```

Aussehen sollte das Ganze dann so:

```

455 <Layer name="Reifenspuz" detailMapId="28" unitSize="8" weightMapId="26" distanceMapId="27" distanceMapUnitSize="128"/>
456 <InfoLayer name="InfoLayer" fileId="29" numChannels="4"/>
457 <FoliageMultiLayer densityMapId="30" numChannels="12" numTypeIndexChannels="4">
458 <FoliageSubLayer name="Mischen" densityMapTypeIndex="1" densityMapChannelOffset="4" numDensityMapChannels="4" materialId="9" cellSize="8" viewDistance="80" terrainOffset="0.1" objectMask="65520"
459 <FoliageSubLayer name="Mischen_Schwad" densityMapTypeIndex="1" densityMapChannelOffset="8" numDensityMapChannels="4" materialId="14" cellSize="8" viewDistance="80" terrainOffset="0" objectMask="65520"
460 <FoliageSubLayer name="Gras" densityMapTypeIndex="2" densityMapChannelOffset="4" numDensityMapChannels="4" materialId="10" cellSize="8" viewDistance="80" terrainOffset="0" objectMask="65520"
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Fertig! Jetzt könnt ihr im Editor auch Bäume „säen“

Sollten noch Fragen dazu sein, könnt ihr mich hier erreichen:

<http://www.modding-welt.com/index.php?page=User&userID=2020>

Credits:

TUT by Claas_Evolution

*Darf unter Angabe meines Namens und nach vorheriger Rücksprache mit mir verbreitet werden.
Natürlich mit Original Link von uploaded.net*

