

Giants Editor Script
Dirt-Road-Creator

Script Documentation

Author: Raptor5

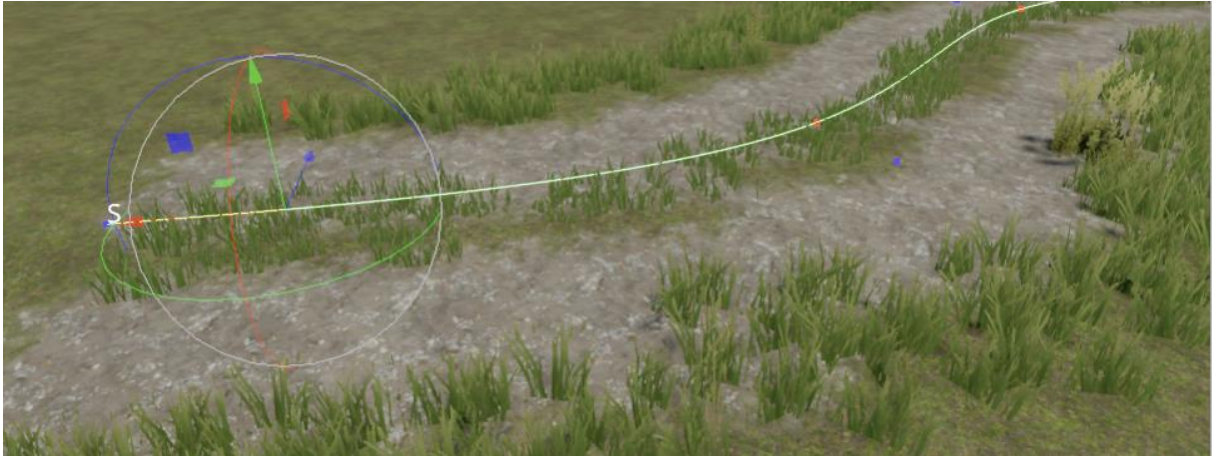
Doc-ID: SDGES22001-1
Doc-Version: 1.0.0
Language: EN

Script Version: 1.0.0
Editor Version: 9.0.2

17 June 2022

Contents

Introduction.....	2
Dependencies.....	2
Parameters	3
Functions	4
User's Manual.....	4



Introduction

DirtRoadCreator allows you to create a parameterized dirt road along a selected spline on your map. Dirt roads can be created with additional foliage on the sides and/or centre of the road.

See chapter “Parameters” for detailed parameter settings.

Warning:

Terrain, Layer & Foliage modifications resulting from this Script can **NOT** be undone with the undo button. Ensure to save or backup your work bevor executing this Script.

Dependencies

Following Giants-Editor scripts are required:

- GES_R5TerrainUtils.lua
- GES_R5FoliageUtils.lua

Ensure these scripts are available as user-scripts.

Parameters

Density Maps

```
local pathFruitDensityGdm = "MY_MAP_PATH/maps/data/densityMap_fruits.gdm"
local pathGroundDensityGdm = "MY_MAP_PATH/maps/data/densityMap_ground.gdm"
```

pathFruitDensityGdm	replace with file path of your fruit density map
pathGroundDensityGdm	replace with file path of your ground density map
forceReload	Boolean, forces script to reopen density maps default: false

Terrain

terrainRes	Specifies the terrain-grid resolution (meters per pixel) default: 2
------------	--

Layer Painting

roadWidth	Defines the width of your dirt road in meters
roadLayerId	Defines the terrain layer used for road painting. (See User's Manual Step 4b)
drawCenterLayer	Boolean, enables centre layer painting. Results in track like dirt road.
centerLayerId	Defines the terrain layer used for the centre e.g., grass (See User's Manual Step 4b)
centerWidth	Defines the width of the drawn centre layer

Terrain-Adjustment

setTerrainHeight	Boolean, defines whether terrain hight is set by spline default: false
heightAdjustWidth	Defines the with of the hight adjustment if enabled

Foliage Painting

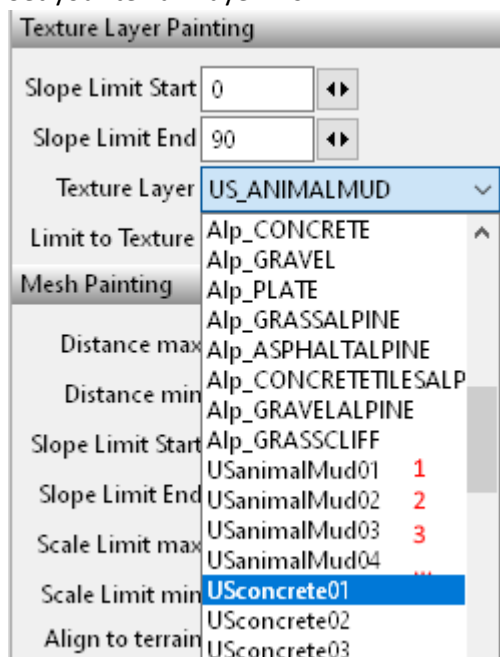
clearFoliage	Boolean, if set, foliage along the spline will be removed default: true
drawSideFoliage	Boolean, defines whether foliage should be drawn on the sides
sideFoliageWith	With of drawn foliage on each side
sideFoliageName	Name of foliage (See User's Manual 4c)
sideFoliageState	Grow State of side foliage (See User's Manual 4c)
drawCenterFoliage	Boolean, defines whether foliage should be drawn at the centre
centerFoliageWith	Defines the draw-with of the centre foliage
centerFoliageName	Name of foliage (See User's Manual 4c)
centerFoliageState	Grow State of side foliage (See User's Manual 4c)

Functions

This script doesn't contain internal or external script functions.

User's Manual

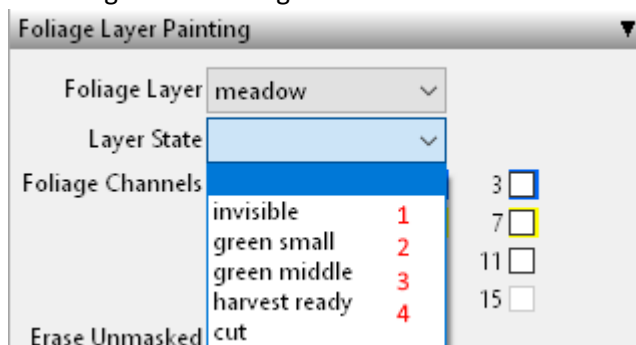
1. Create and place a Spline on your map. Ensure the spline is not closed.
2. If the spline was rotated during placement use freeze transformations and freeze the rotation.
Rotation values should then be 0 on each axis.
Without freezing rotation, there may be artefacts or weird painting results.
3. Open the script editor: Window→Script Editor
4. Adjust the parameters
 - a. Ensure density map paths are set
 - b. Set your terrain layer IDs:



Open the Texture Layer dropdown and search for the layer you want.

The Layer-ID is the **position** of the layer in this list. Start counting after the last combined layer. Combined Layers are written in CAPSLOCK.

- c. Set foliage names and grow states:



Select your Foliage Layer. Set layer names according to your dropdown selection.

In this example > sideFoliageName = "meadow"

Grow states are the **position** of the layer state in this list. Start counting at the first written entry.

5. Save your parameter changes in the Script Editor

Warning:

Terrain, Layer & Foliage modifications resulting from this Script can **NOT** be undone with the undo button. Ensure to save or backup your work bevor executing this Script.

6. Select your Spline and click on the Execute button in the Script editor.
Execution may take a while, depending on the spline length and setting combination.