Texture Templates 101 by NKAc_Street

To get a basic grasp of them go to section ll here
http://cownap.com/~mtmg/templates/

They are separated into folders, so when unzipping keep the folder structure intact, basically you have template for straights and ovals size 4x4 (meaning one curve will use 4 grid squares) 5x5, 6x6 and 7x7. the diagonals are separated into 4 direction configurations. and the crossroads.

The template files are named according to the basics of use "filename1" would be the widest section of main road. "filename2" will be a main road section but slightly narrower. The other names are kind of self explanatory.

Its best to have a grid view of 60 x 60 in your graphics program to give a view of how they will lay in the editor.
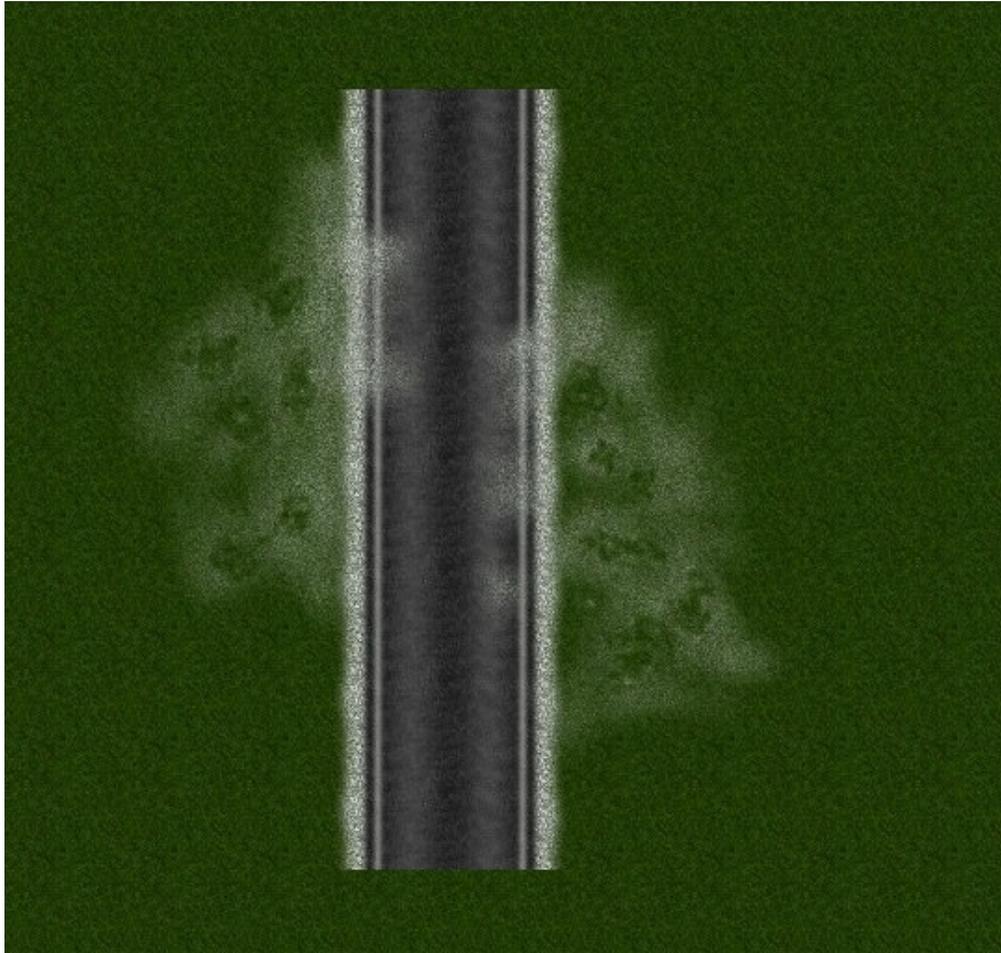
Here is a pic showing those basics
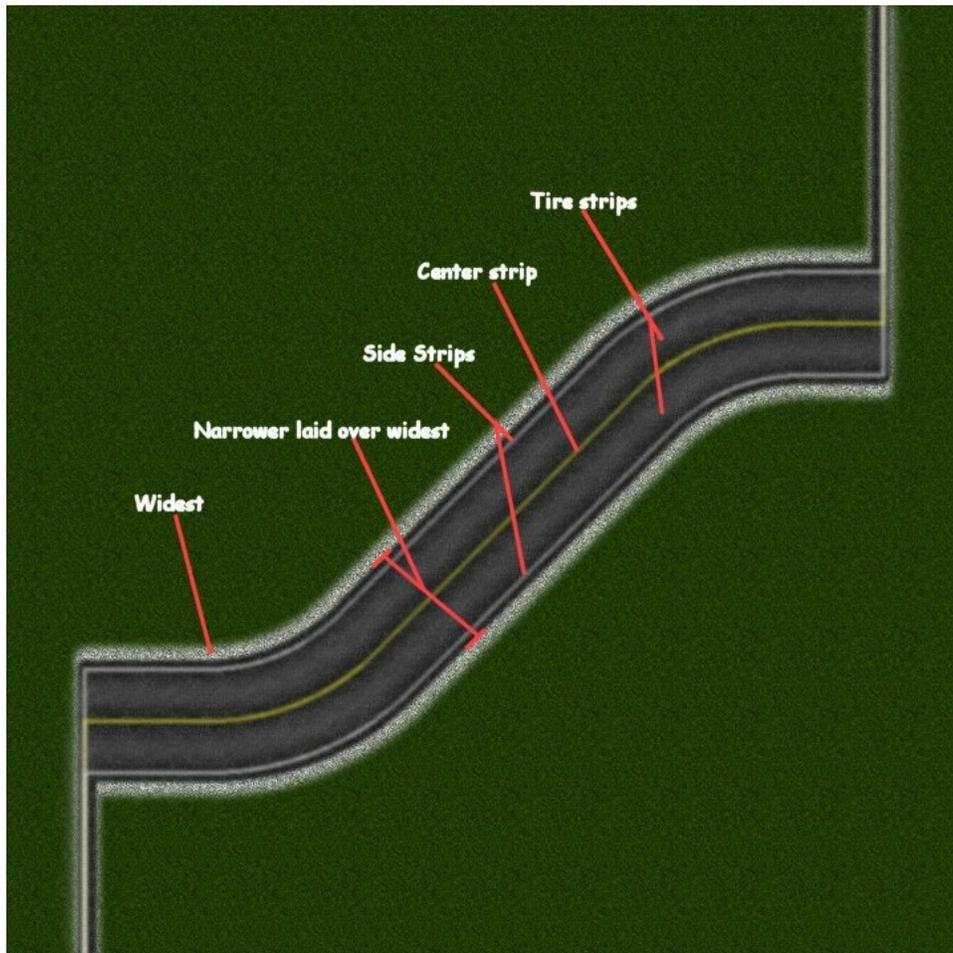
This is a dirt road made using the same templates just using different expanding or feathering techniques.
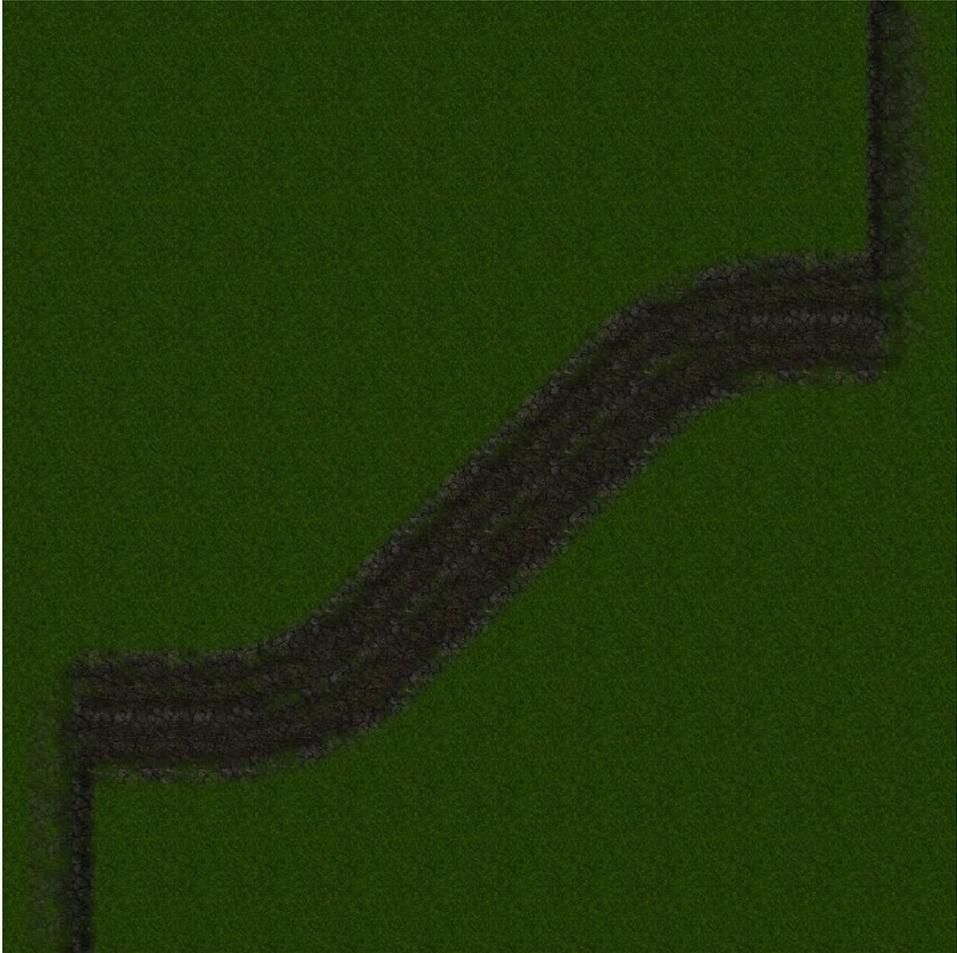
Hand editing, there are a million different ways of course, this is just an example. I made this section of straight road

The following image shows the section of the finished textured template that can be tiled in the editor to make a on going straight. Simply tile this in the graphics program, leaving one extra section on each end so that after slice60 gets done with it you have a fully tileable straight. When placing in the editor you will not place down the extra tiles on each end.

NOTE: your hand editing but leave at least 1 pixel wide on each end untouched. This does not include the extra tiles on each end, you must account for the tiles that actually get placed in the editor. This untouched area will make sure that your hand edited sections remain seamless.

Tile this section in graphics program, then hand edit before slice 60
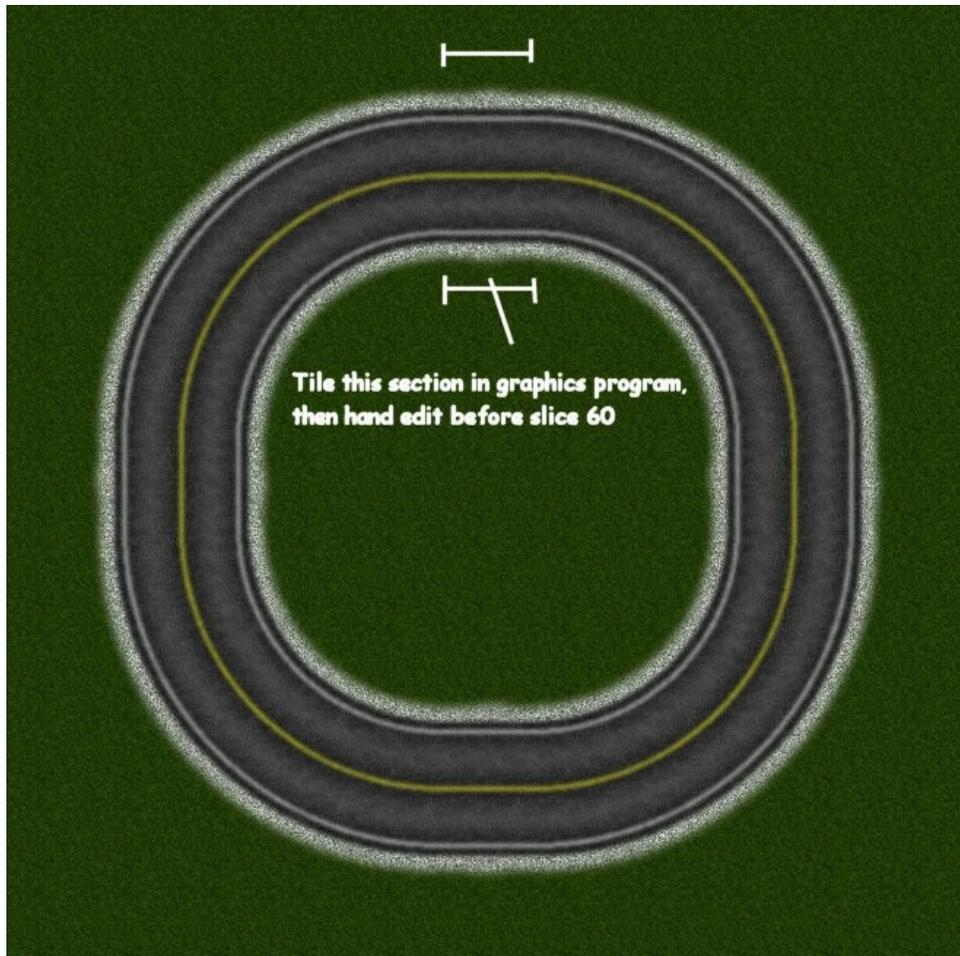
A section in the middle of the diagonals can also be used to tile a straight diagonal straight as well.

*** slice60 notes****

One good thing about slice 60, among others is that it cuts and names the files exactly the same way each time. You give it your base filename and it tags 001, 002, 003 on the end of each .raw file. It also cuts up your image starting at the top and works left to right, working down to the bottom.

Knowing this makes it easier to know textures that you do not need to place in the editor. Typically the entire ground is covered using one base texture, that base texture is then used to build the base for my templates. So when you are done, you will have a section of road, and hundreds of textures that are exactly the same as the one base ground texture. Since the ground texture limit in 4x4 is 1024 they can get used up rather quick.

This image gives an idea of how you can pick out the extra textures and know their filenames so you do not place them in the editor.
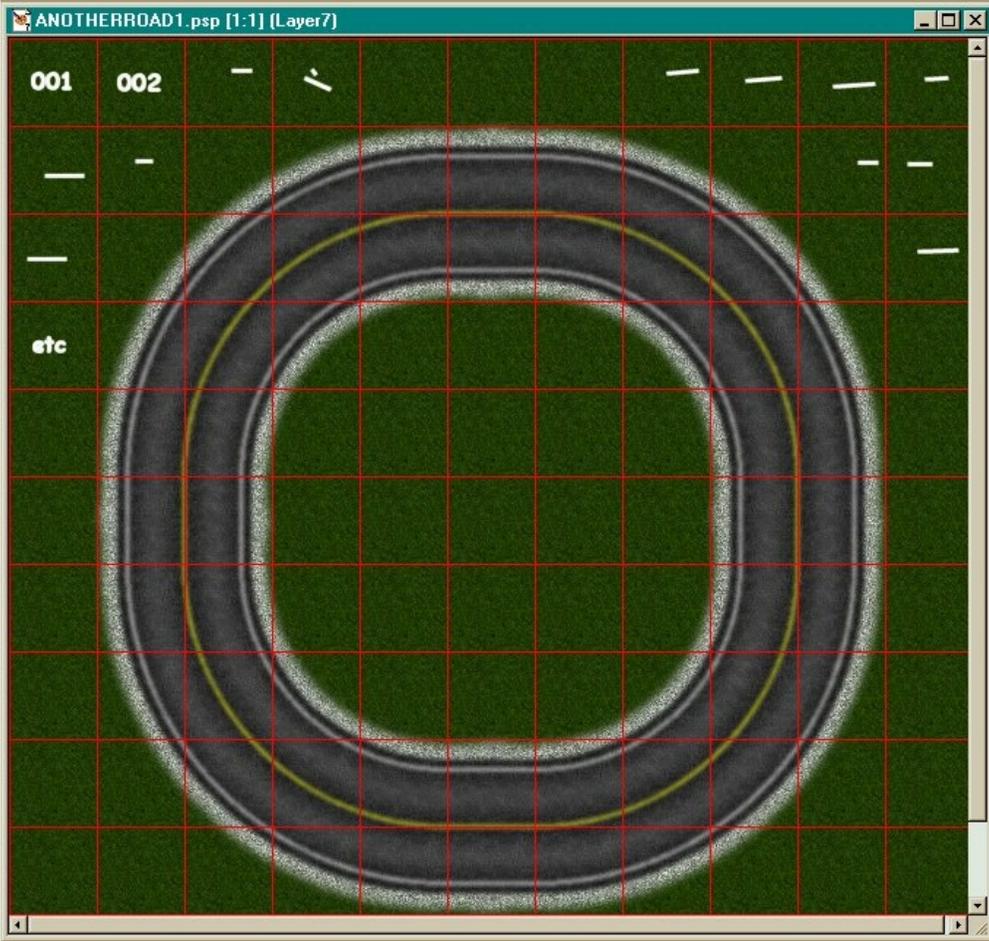
What I usually do is place all my sections in the editor in a corner somewhere, then make a pod. Anytime you want to use them just clone that pod and your ready to go without having to re lay the road each time.

This is short and sweet and I'll be glad to answer any questions that arise.
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