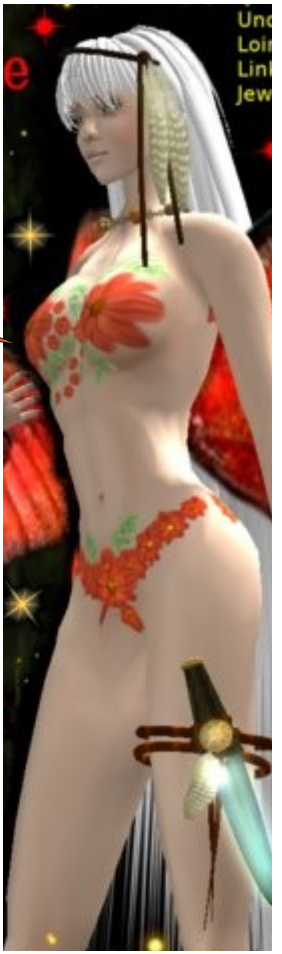
TERRAFORMING

Hi

Hello, Could you tell me how to terraform???

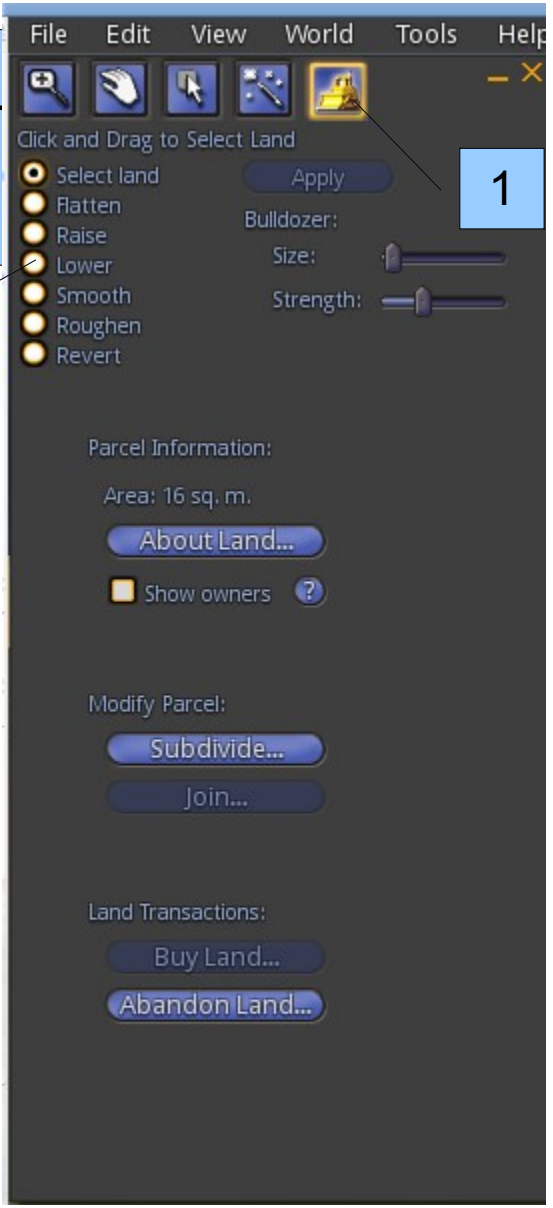
Oh Yes you want to change your landscape.
First there is the Viewer landscape tool



TERRAFORMING

Oh Yes you want to change your landscape.
First there is the Viewer
In build mode select the landscape tool [1]

From there you can
1) Select land
2) Flatten
3) Raise
4) Lower
5) Smooth
6) Roughen
7) Revert



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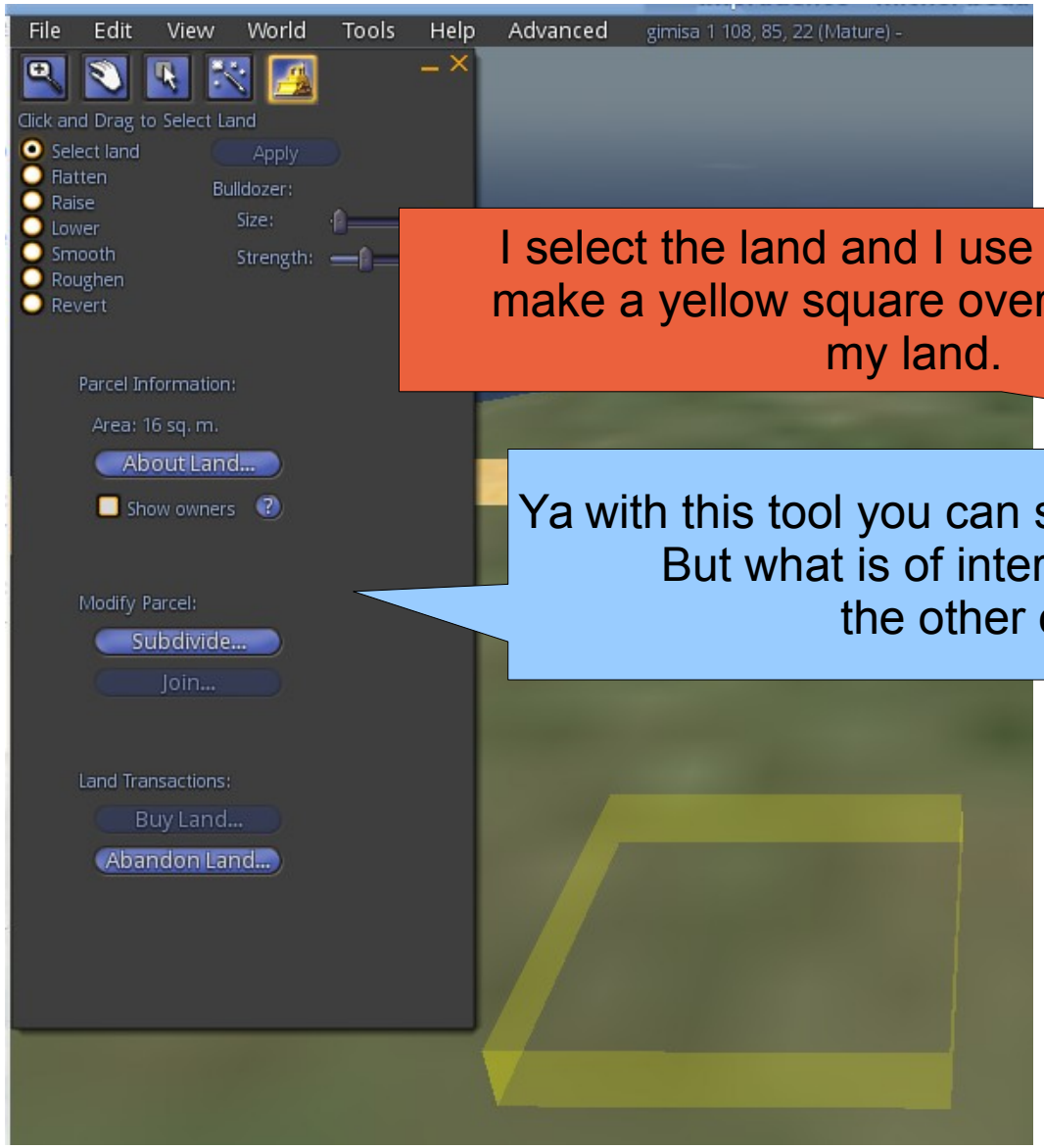
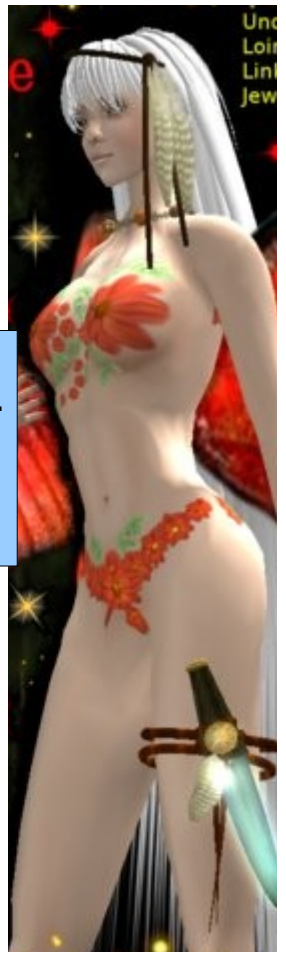
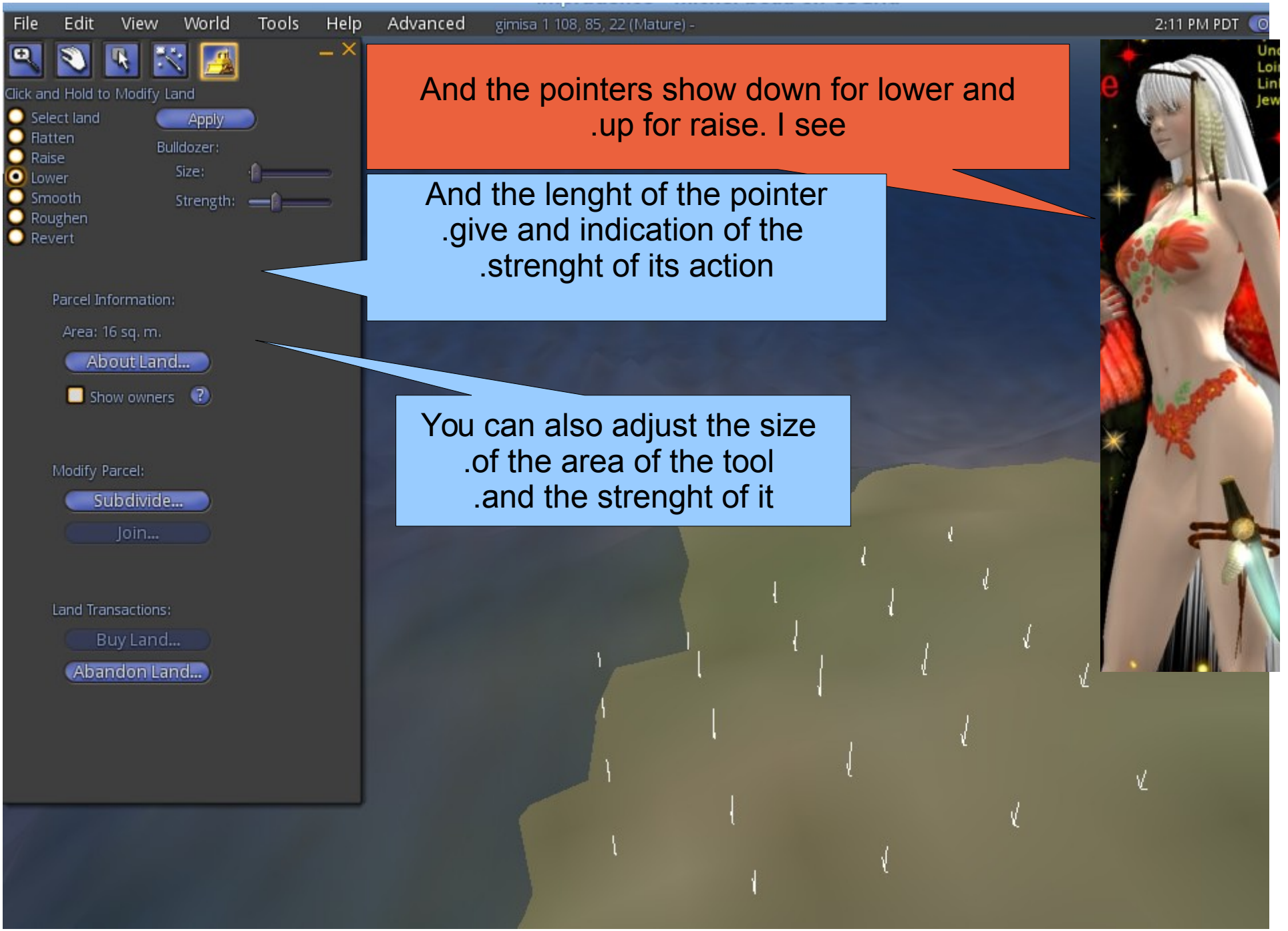


I select the land and I use my mouse to make a yellow square over some part of my land.

Ya with this tool you can subdivise your land. But what is of interest to us are the other ones

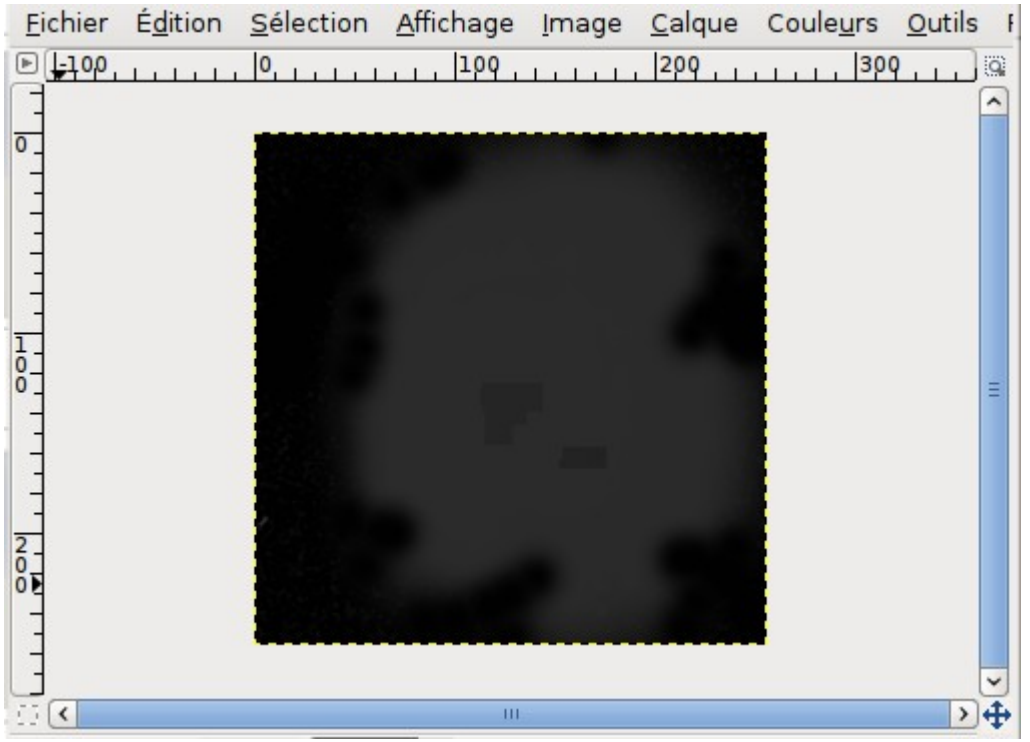


File Edit View World Tools Help Advanced
2:10 PM PDT
Click and Hold to Modify Land
Select land
Flatten
Raise
Lower
Smooth
Roughen
Revert
Apply
Bulldozer:
Size:
Strength:
Parcel Information:
Area: 16 sq. m.
About Land...
Show owners
Modify Parcel:
Subdivide...
Join...
Land Transactions:
Buy Land...
Abandon Land...
See the white pointer
Flatten will raise the lower points
.and lower the highest one

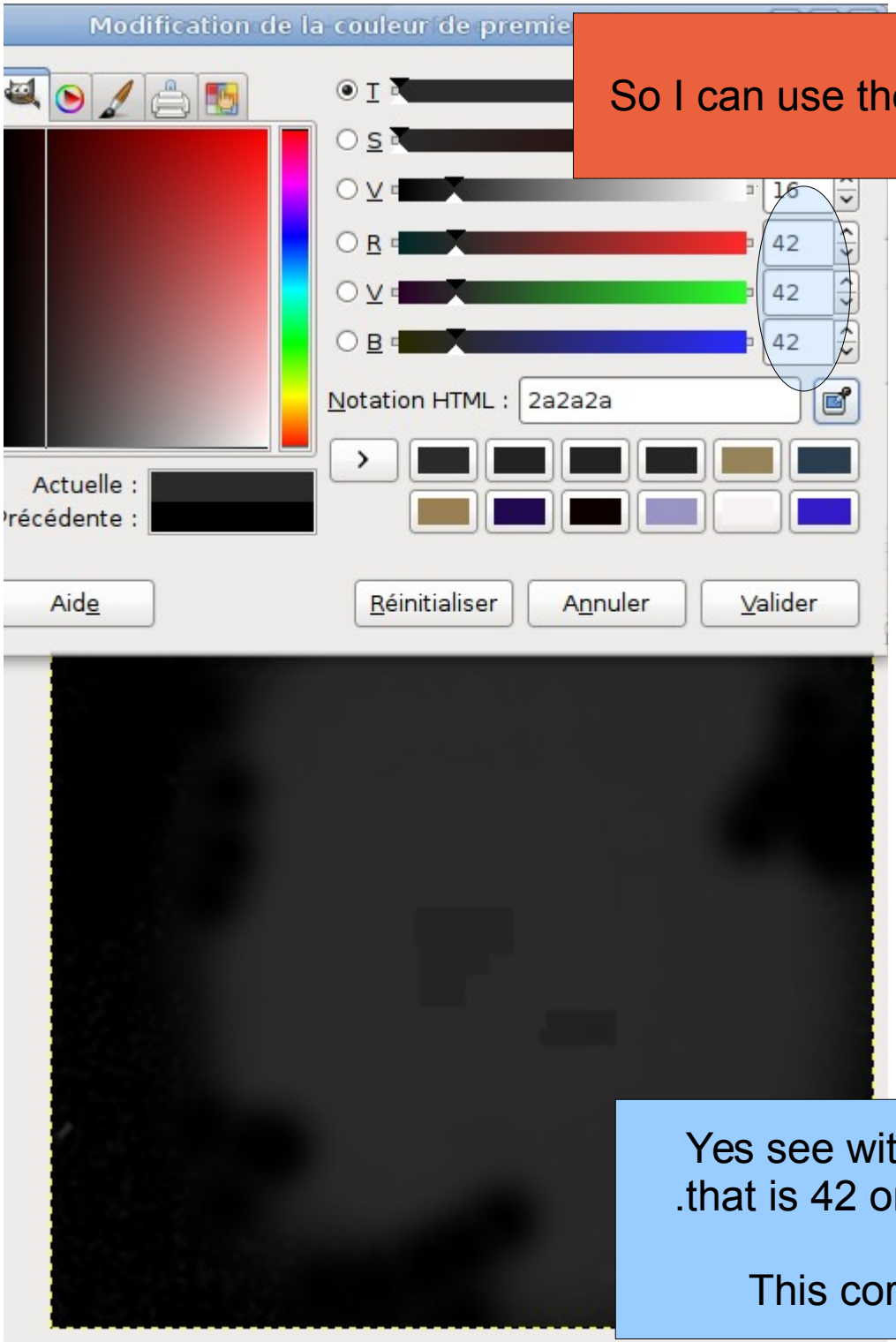

File Edit View World Tools Help Advanced
gimisa 1 108, 85, 22 (Mature) -
2:11 PM PDT
Click and Hold to Modify Land
Select land
Flatten
Raise
Lower
Smooth
Roughen
Revert
Apply
Bulldozer:
Size:
Strength:
Parcel Information:
Area: 16 sq. m.
About Land...
Show owners
Modify Parcel:
Subdivide...
Join...
Land Transactions:
Buy Land...
Abandon Land...
And the pointers show down for lower and .up for raise. I see
And the lenght of the pointer .give and indication of the .strenght of its action
You can also adjust the size .of the area of the tool .and the strenght of it

For server operator
A more powerfull tool to use
is with the opensim
Terrain save command.

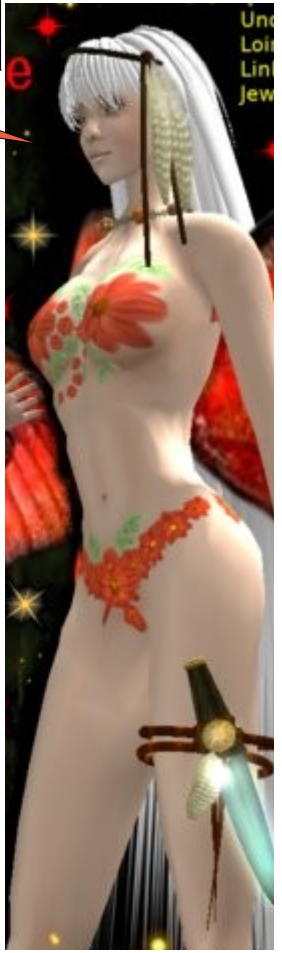
Region (root) # change region 4Freedom
Region (4Freedom) # terrain save namefile.png



This command will provide a picture file of terrain elevation.
You can work this file with your favorit picture software.



So I can use the gimp to paint my landscape?



Yes see with the color selection tool I have pic an area .that is 42 on the grey scale that is the three color equal (0 is black 255 is white).
This correspond to a certain height in you land.

Here is a few web site for terrain files

http://opensimulator.org/wiki/Free_Terrains

#http://tgib.co.uk/2010/02/21/opensim-raw-island-terrain-files

See here I have 5 Islandes
After I am done painting I reload the file
.with terrain load command

Region (4Freedom) # terrain load namefile.png

SUMMARY

- Use the viewer building tool ctl-b and bring the land tool (buldozer)
- You can select

  1) Select land 2) Flatten 3) Raise 4) Lower 5) Smooth 6) Roughen 7) Revert

- You can also decide the increase the force or the area of action of the tool with the approprate slider bar.
- The arrow lenght and its direction give the effect of the tool.
- It is also possible to use Gimp or any other graphic software, If you are using opensim server with the following command:
  - Region (4Freedom) # terrain save namefile.png and
  - Region (4Freedom) # terrain load namefile.png,

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