



The files included allow you to add mow patterns to your textures in World Golf Challenge 2011. They work best on a plain texture map. The key advantage of this technique is that the mow pattern can be made much larger without affecting the detail of the main texture. The three PNG files are transparent and the styles are parallel, diamond and crosshatch. Here are the steps for using the overlays:

1. Copy the three PNG files to your textures folder:
RCGPortal \Resources\TEXTURES\
2. Draw a shape in Create.
3. After it is completed, choose 'Overlay' in the 'Select Spline Type' dialog box.
4. Right-click on the shape and choose 'Edit Template'.
5. If this is your first overlay, you will probably need to click on 'Create New Template'.
6. Click 'Change Texture' at the top.
7. Select the PNG file you would like to use.
8. Select a 'Ball Sound' for the terrain.
9. Click 'Save As' and choose as a name for your overlay template.
10. Highlight your new overlay template in the 'Templates' window and choose 'Load Selected'.
11. You should now see the mow pattern overlay in the course editor window.
12. If you want to scale or rotate it, right-click the shape and choose 'Rotate And Scale Texture'.

If you would like to edit the color or transparency values of the mow patterns, I have included the original Photoshop PSD files.