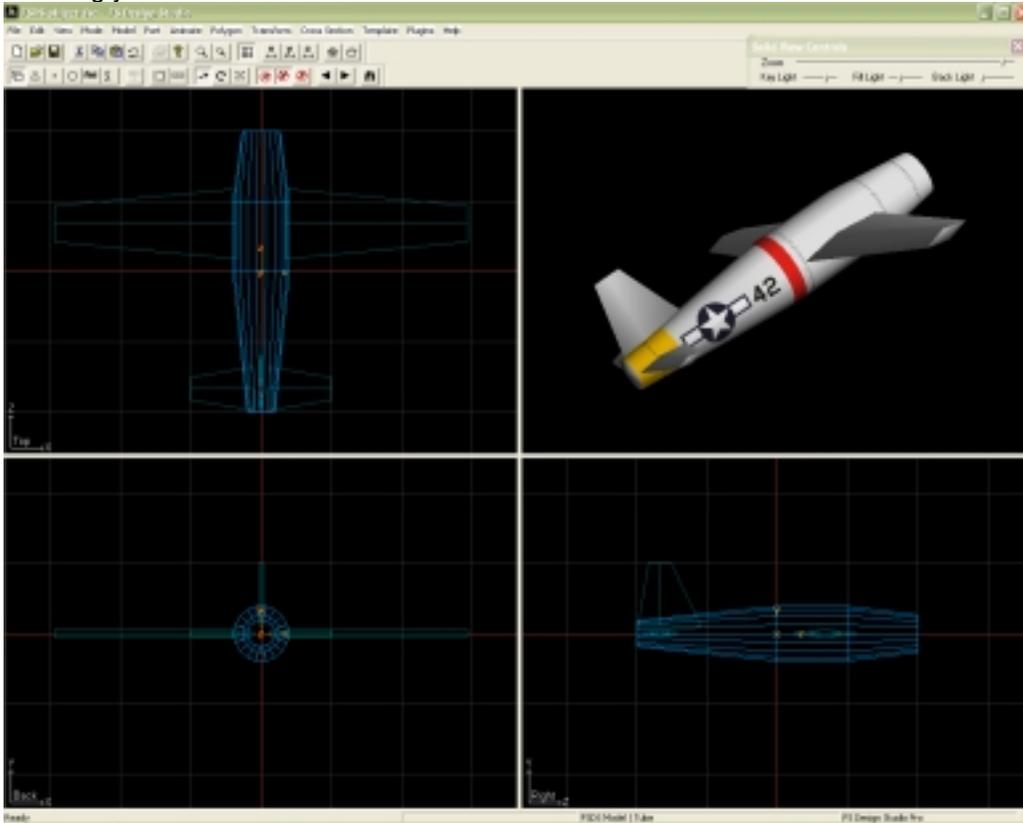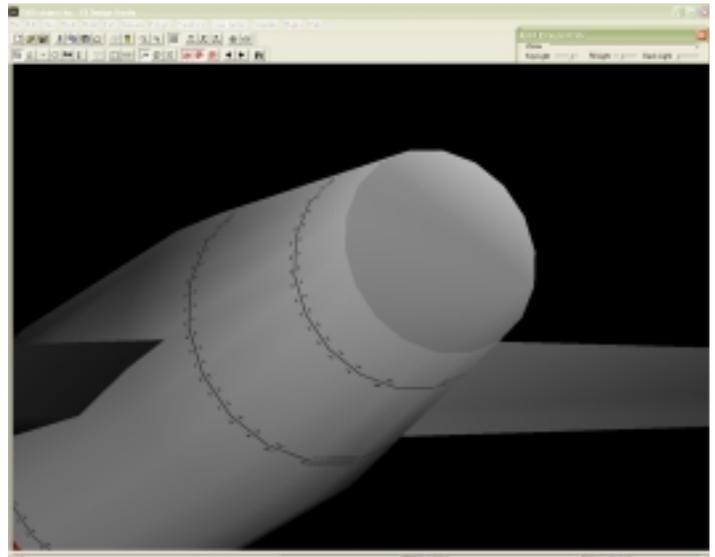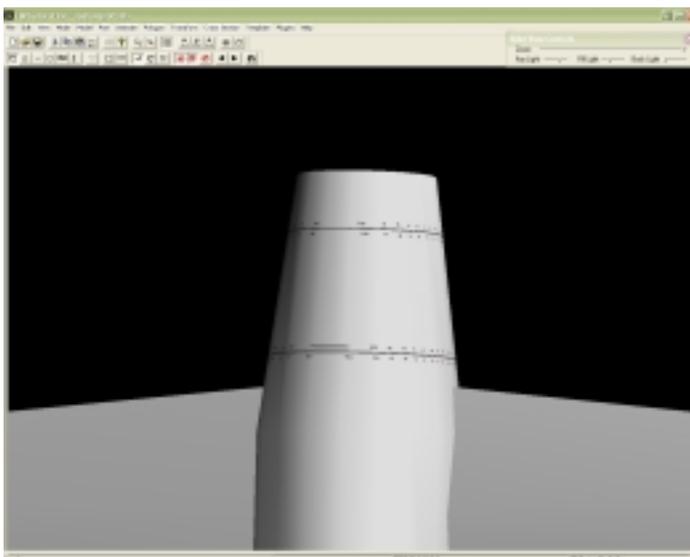**Mini Tutorial**
Texturing Polygons in FSDS 2.X
As someone who always looks at the last page of the book I highly recommend glancing though this document before reading it. It might give you a better understanding of what I'm trying to explain.

This tutorial explains how to texture individual or sets of polygons.

So you've worked hard, created textures with panel lines and accuracy down to the number of rivets. Now you begin texturing your model.

It looks great until you zoom in op top (or bottom) and see line where your rivets should be. The dots are stretched and distorted. Also, no textures appears on the front (or sometimes on top or bottom) of the part.

Wrapped Textures (not recommended)
One simple solution is to use a Wrapped texture. Wrapped textures wrap around the entire. While this will solve the problem creating wrapped textures have several disadvantages:

- Difficult to create. Complex shapes make creating wrapped textures difficult and time consuming.
- Only one texture per file. While you can place textures for many parts on a single BMP, wrapped textures use the entire BMP.
- Cannot be cropped. What you see it what you get.
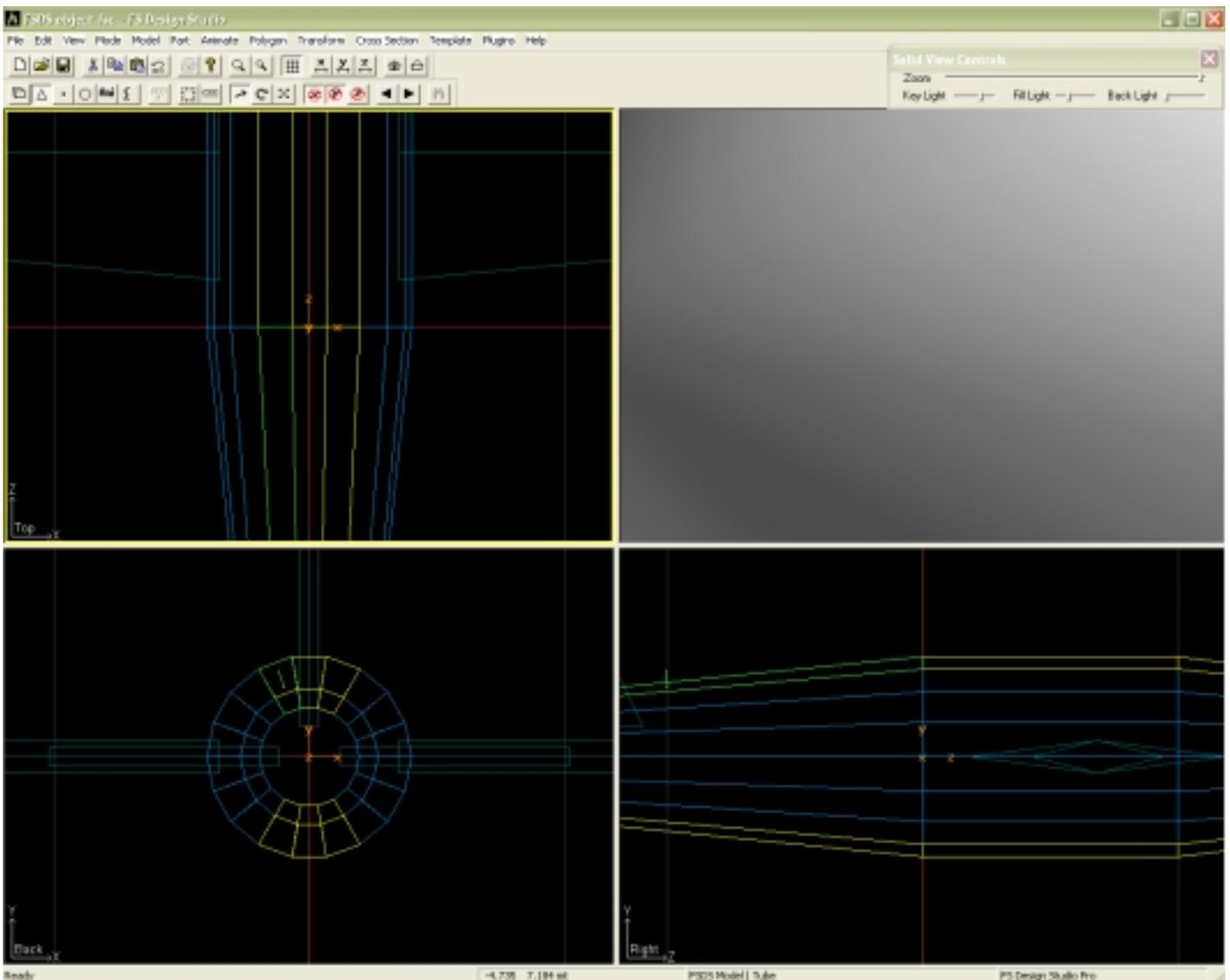- Sometimes blurry from different angles in game.

A better solution it to just re-texture the affected polygons.
To begin, we need to select the affected polygons.

Switch to **Polygon mode** ⬠ and use your arrow keys to move from one polygon to the next. Use **Shift + S** to select the desired polygons. (Shift + S on a selected polygon will deselect it).

In this case we selected all top and bottom polygons. Trial error will be needed to select the correct amount of polygons.

Note: Groups of polygons can be selected by holding down the **Ctrl** key and drag-select the desired polygons.
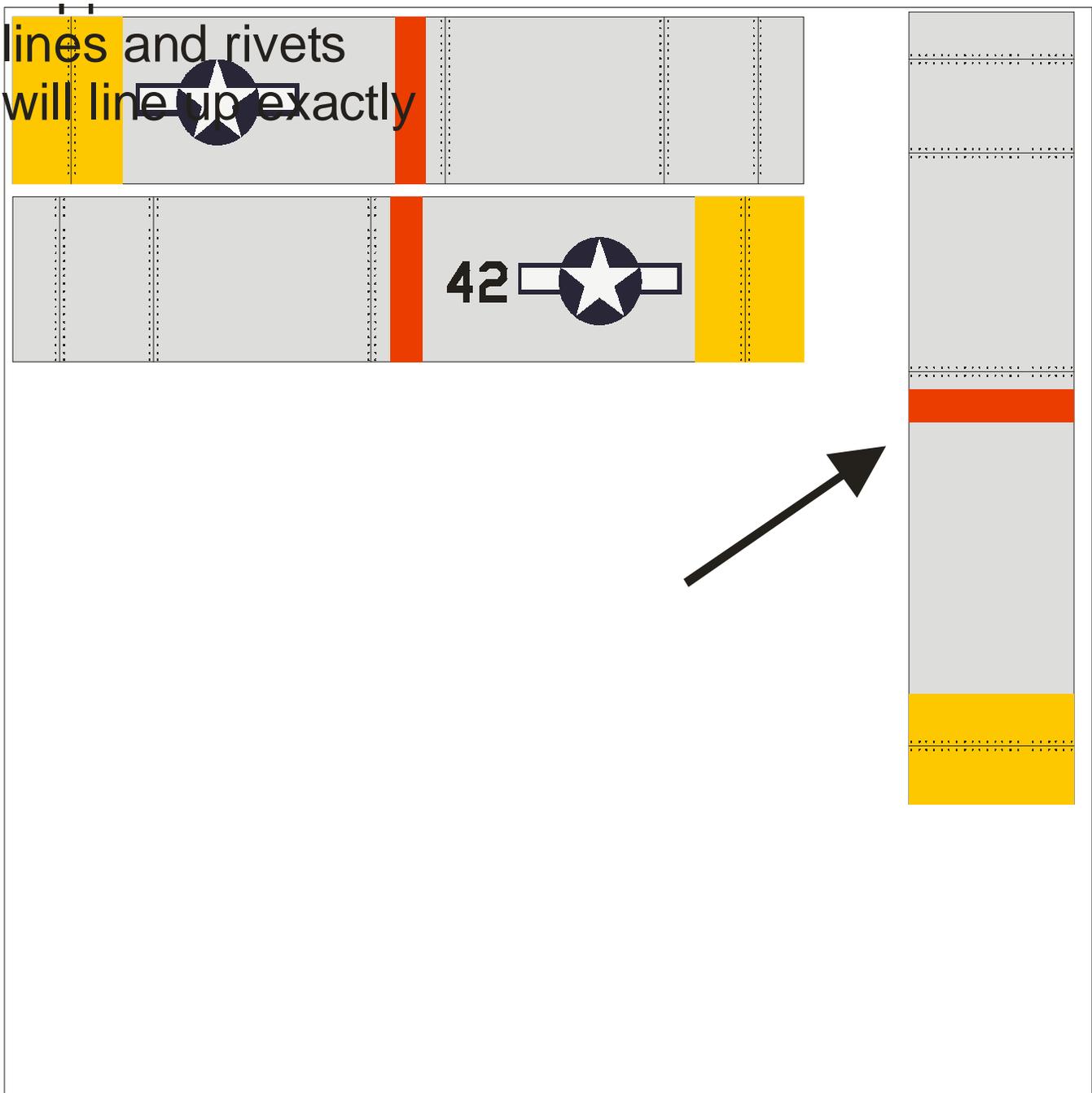

Since we need to fix the top and bottom of the part we now need a top and bottom fuselage texture that matches the sides.
This is where it gets tricky. Trial and error must be used to align the textures properly.

Important: No matter what polygons are selected, the texture MUST be cropped as if you were applying it to the entire length of the part.

Tip: I take one of the side textures and flip it vertically then I use the existing rivet lines to use as a template. In addition, since the top texture is the same size as the side, I know that my Y value my top (bottom) texture should equal the X value for my side texture.
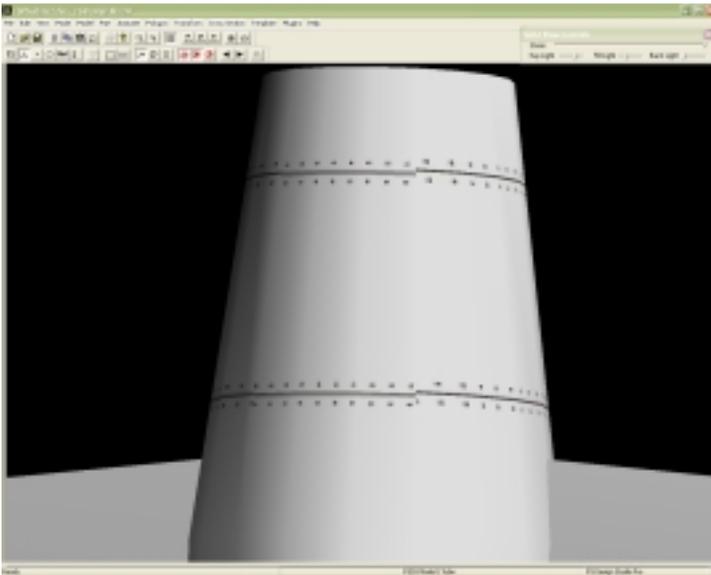
lines and rivets
will line up exactly

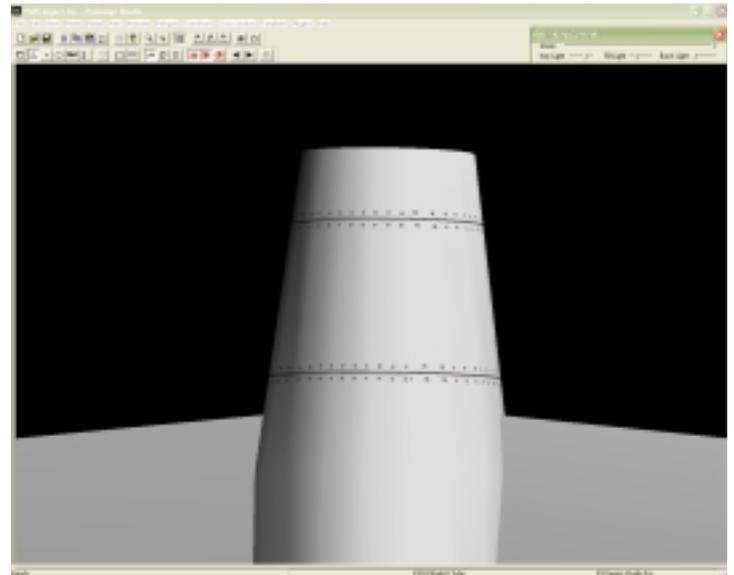**The next step is to apply the textures.**
Since you have the top and bottom polygons selected the non-selected polygons will be ignored (and left as is) when applying textures to the selected polygons.

Texture the top as if it were the first texture being applied. Notice that you now have a cleaner rivet line on the top of the aircraft. Some tweaking of the texture will be required for proper alignment.

Note: Some experimenting will be necessary to achieve the desired effect.
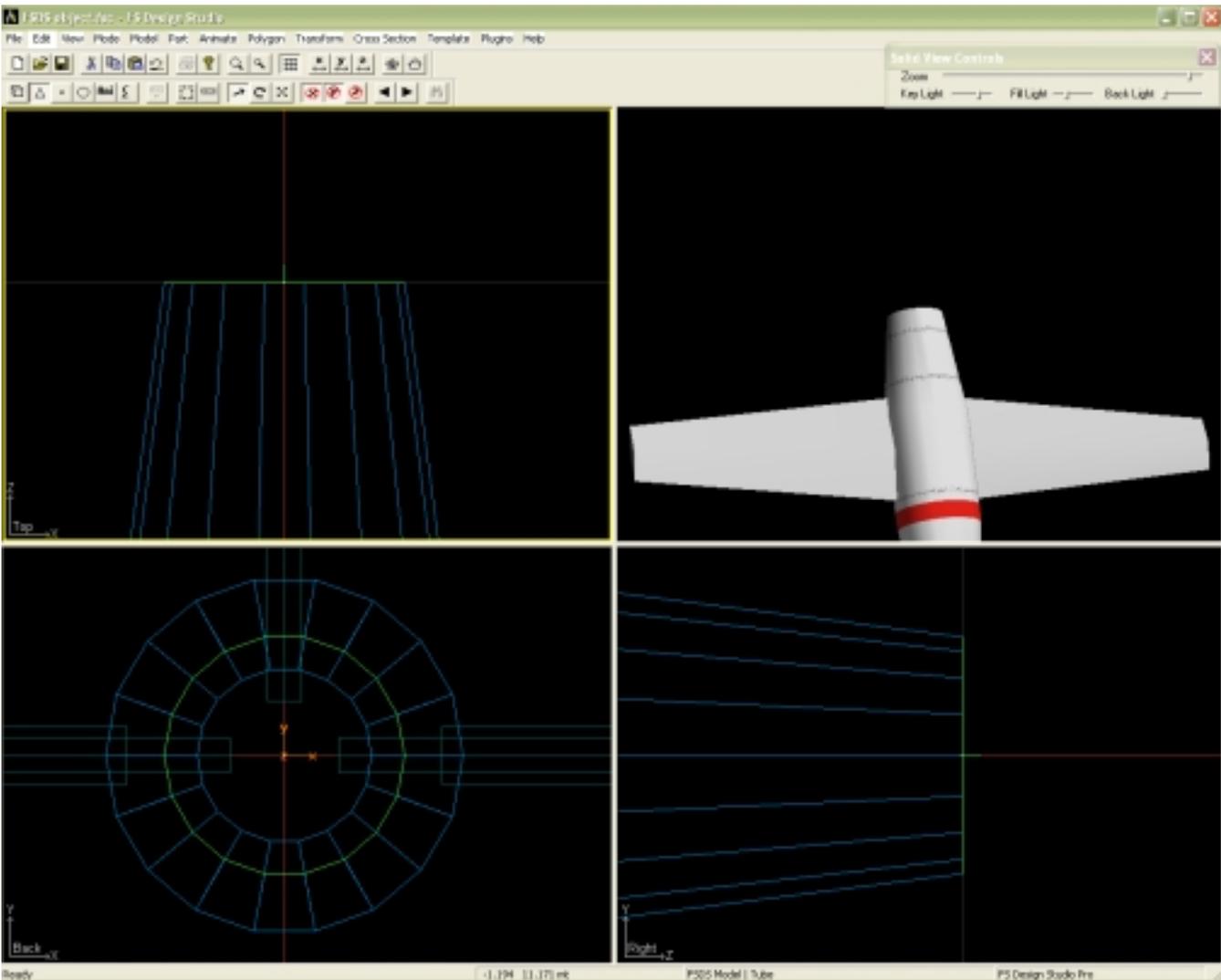
Before alignment

After alignment

This technique can be used to texture the front as well.
Be sure to unselect the current polygons and select only those you wish to texture.

Notice that we now have one texture applied to the sides, top and bottom and front with very little distortion.

Remember: Textures must be cropped to cover the entire part even if you are only texturing a single polygon. HOWEVER you only need the colors, rivets, lines, etc to be in the area of your texture where the desired polygons will be textures.

lines and rivets
will line up exactly