

Textures List

Following is a list of the textures that can be found in *Duke Nukem 3D*, with some thought as to grouping them along common themes. Unlike *DOOM*, *Duke Nukem 3D* lumps all the textures together. To make matters worse, many of the textures are not named in any way, making it very difficult to categorize the textures in groups in which they'd likely be used together.

This list comes to us courtesy of Klaus Breuer (sz0759@rzmail.uni-erlangen.de). It is part of his excellent Build FAQ, available at most online sites related to *Duke Nukem* and/or Build editing as the file name BUILD1.FAQ. By the time you read this, there may be additional versions available, in which case I'm guessing Klaus will rename the file BUILD2.FAQ, BUILD3.FAQ, and so on. In any case, I give much thanks to Klaus for his support on the book, and I hope that you find his texture list as useful as I have.

The numbers preceding each section refer to the internal numbering system that Klaus used for his FAQ (this is why the numbering starts at 11.2).

KLAUS'S Duke Nukem 3D TEXTURES LIST

11.2 (List of tiles)

This section contains a list of all tiles in the game, sometimes with a short explanation.

A number like x,y or x..z denotes an animation sequence.

11.2.1 (Control tiles)



- 0 Ugly wall texture
Default texture when creating new maps - is used as a marker to tell you to fix the textures.
- 1 Sector Effector
Is invisible at game time, and is used to manipulate sectors and cause all kinds of special effects. Is usually placed inside the sector to affect. See list farther on.
- 2 Activator
Invisible at game time, use together with switches or touchplates to activate sector effectors in the same sector.
- 3 Touchplate
Invisible at game time, it triggers an activator or masterswitch when a player enters the sector the touchplate is in.
- 4 ActivatorLocked
Invisible at game time. It can be used to toggle a sectortag effect (meaning you can, for example, toggle the underwater flag of a sector by pressing a switch).
- 5 MusicAndSFX
Invisible at game time, it handles music and sound play.
- 6 Locator
Invisible at game time, it's used to define movement paths.
- 7 Cycler
Invisible at game time, it pulses the light level in a sector.
- 8 MasterSwitch
Invisible at game time. Triggered by a touchplate, it activates the sectortag function or a sector effector.
- 9 Respawn
Invisible at runtime, it teleports in sprites when triggered by a touchplate.
- 10 GPSpeed
Invisible at runtime, it sets movement speeds (for example, speed of closing doors).
- 11.2.2 (Weapon sprites)
- 21 The pistol.
- 22 The chaingun.
- 23 The RPG launcher.
- 24 The freezer.
- 25 The shrinker.



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- 84 Stars.
Can also be used as plain wall texture.
- 85..87 Earth from space.
Can also be used as plain wall texture.
- 88 Bright star with moon.
Can also be used as plain wall texture.
- 89 Dark city scape.
- 90 Dark city scape, red windows.
- 91 City scape, lots of lit windows.
- 92 City scape with advertising (?) sign.
- 93 Just like 90. (Anybody know why? ##)
- 94 Solid red color.
- 95 Stars, like those over a desert.
- 96 City scape with many many lit windows.
This texture seems messed up - some pink stripes are seen.
- 11.2.7 *Lights*
- 120 Vertical oval technical light, shootable.
- 121 Broken version of 120.
- 122 Horizontal oval technical light, shootable.
- 123 Broken version of 122.
- 124 Horizontal rectangular light (two neon tubes), shootable.
- 125 Shot version of 124.
- 126 Square technical light in four sectors.
- 127 Wavy technical light.
- 128 Rectangular technical light, consisting of 3 lamps.
- 225 Long narrow blue light (up/down), used in windows of space station.
- 229 Like 225, but left/right.
- 11.2.8 (Switches)
- 130 Locked access switch (requiring card).
- 131 Open access switch.
- 132,133 Horizontal slot switch.
- 134,135 Vertical slot switch.
- 136,137 Rotating switch.
- 138,129 90 degree switch.
- 140,141 Massive power switch.
- 142..145 Endlevel switch with animation.
- 146..149 Multiswitch.



161,163 Red button switch.
164,165 Flat square switch.
166,167 Rotating lit switch.
168,169 Circular lit switch.
170,171 Access switch
11.2.9 (Doors) Doors consisting of two tiles are usually splitting doors.
11.2.9.1 *Technical doors*
150 Rising door with red panel.
151 Door side wall, fits 150.
152,153 Dark door, light row at top and bottom.
154,155 Door with circular pattern.
156 Modern dark blue door. Nice multipurpose tile.
157 Sliding door with nuke pattern on it.
158 Solid metal door with cross on it.
159 Narrow steel door with blue grip.
226 Locker door with space logo on it.
227 Locker door like 226, but plain.
242 Standard rising door with yellow/black tracks and cross-pattern.
243 Garage door in poor condition, good wall texture as well.
11.2.9.2 *Normal*
245 Light hotel door with small label.
11.2.10 *Floors*
Most of these tiles can be used for walls as well, of course.
181 Smooth modern stone with circle pattern on it.
182 Dark gray tile. Useful for kitchen walls.
183 Dark gray tile with grid pattern.
184 Gray modern lined, looks like columns behind bars.
191 Scruffy rectangular tiles.
200..202 Animated green slime.
210 Many light ovals on dark background. Can probably be usefully resized.
211 Patterned square stone tiles (gray).
216 Square gray stone tile.
220 Square gray stone tile with rounded edges.
228 Square metal tiles with thin dark border.
11.2.11 *Walls* While these textures can be creatively used for anything, they
 sure look like walls to me.
11.2.11.1 *Machines*



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- 185 Four gray machines with an indirect light above them.
- 186..190 Green pipes on tiles. Use 191 for same background without the pipes.
- 192 Like the tiles from 186, but lit by a single lamp.
- 222 Technical panel in green machine.
- 247 Fuse panel (?) set in gray wall. Fits 251.
- 11.2.11.2 *Space ship hull*
- 233 Light tech wall with green stripe.
- 234 Maneuver thrusters.
- 235 Solar panels.
- 236 Triangular pattern.
- 237 Thick stripe.
- 248 More hull.
- 11.2.11.3 *Modern*
- 204 Dark rounded edge on light gray, use with 205.
- 205 Two parallel dark stripes on light gray, use with 204 to create a
special wall/door/sign.
- 207 Gray technical-looking wall with patterned stripe.
- 209 Similar to 207, but without the stripe.
- 212..215 Similar to 209.
- 217 Gray technical wall with two baby-blue (!) stripes on it.
- 223 Dark blue wall with metal rivets and light pipes lengthwise.
- 224 Barred panel (?) for wall 223.
- 246 Light wall with embossed arrow pattern.
- 249,250 Like 246, but overgrown with slime.
- 251 Light wall with blue strip, lit from small lamps. Fits 247.
- 252 Like 251, but without the lamps.
- 11.2.11.4 *Metal*
- 193 Black metal, lit from the upper right.
- 194 Narrow metal strips, belonging to 193.
- 244 Dark corrugated metal, lit from lamp above.
- 11.2.11.5 *Concrete*
- 195 Heavy concrete, like inside of factory.
- 196 Reinforced concrete, fits to 195.
- 197 Reinforced concrete with lights, fits to 195.
- 254 Long thin heavy-looking concrete with lichens.
- 11.2.11.6 *Stone*
- 231 Heavy tiled dark stone, with lichen on it.



232 Similar to 232, but patterned.

241 Smooth white stone (marble?).

11.2.11.7 *Rock*

238 Light rock with vertical dark fissures.

239 Light rock with stones in it, fits 238.

240 Irregular gray rock, could be used as blasted stone.

11.2.12 *Technical-looking items*

11,12 The floating demo recording camera.

203 Computer module with chips on it.

160 Steel pistons with green slime.

11.2.13 *Often-used special textures*

70 Broken mirror. This texture is set automatically when a mirror is broken.

161 Dark door tracks.

198 Milk glass.

852 Broken concrete Typically used inside blasted holes or damaged walls.

11.2.14 (Diverse)

20 A hollow frame, used in the status bar of the game.

30 The health box from the status bar.

31 The ammo box from the status bar.

33 The inventory box from the status bar.

218 Long thin gray metal plate with a rivet in the top.

219 Tree trunk.

221 Metal cover with space logo embossed on it.

11.2.15 *Unclassified (please assist!)*

62 Small red sphere.

63 Small yellow sphere.

64 Small green sphere.

199 Solid light blue.

206 Wall edge?

208 Wall edge? (similar to 206).

230 Very small blue tile, called BIGFORCE. Force field? Causes plenty of moire patterns in BUILD.

253 Long thin texture, door track?