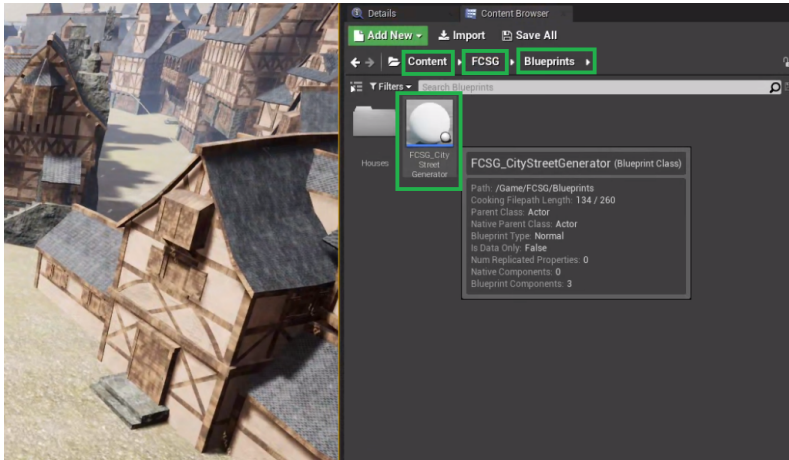
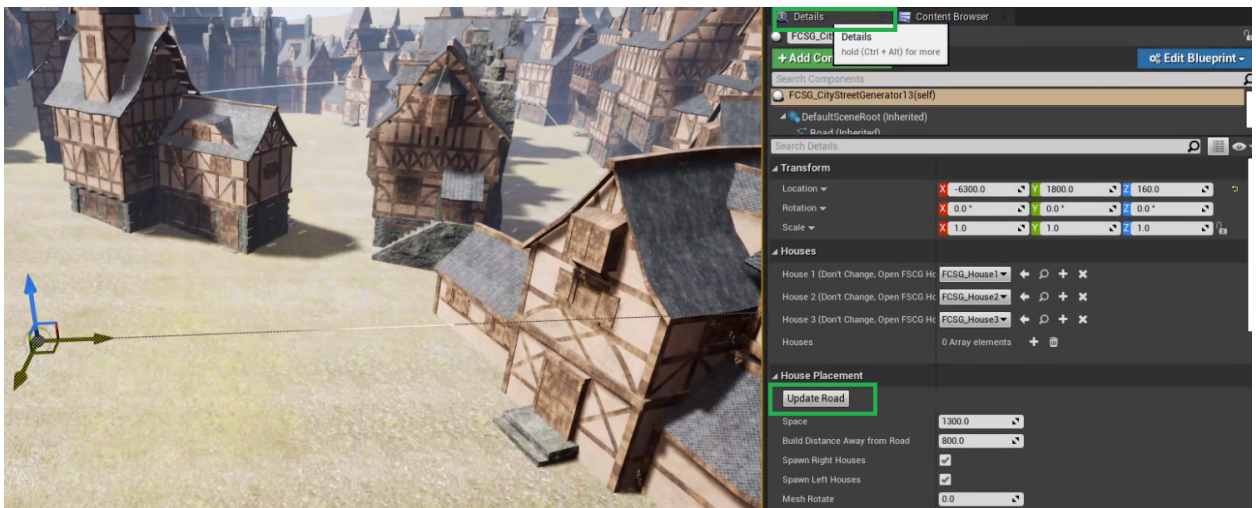


Quick Getting Started

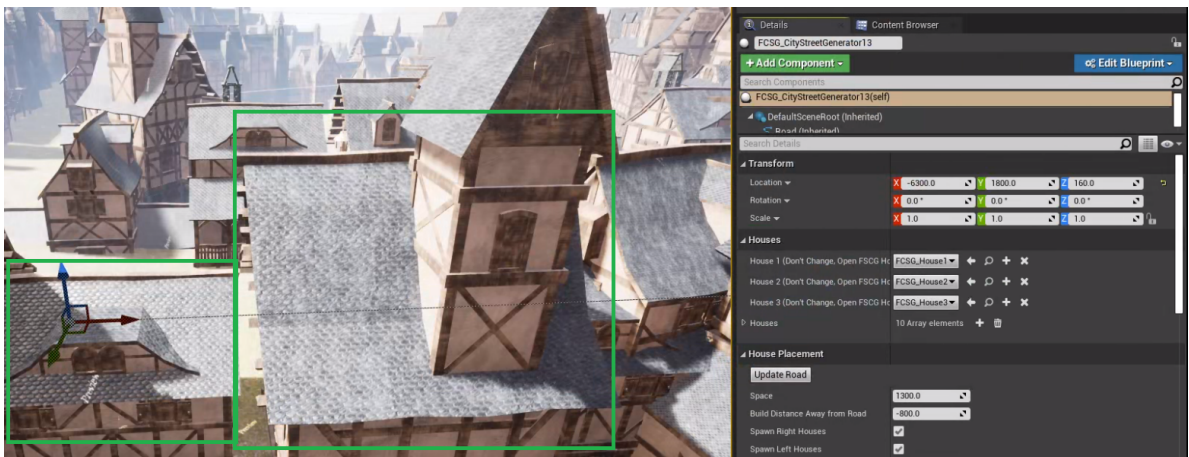
1. Drag FCSG_CityStreetGenerator into the viewport to add it to your level.



2. Press the details panel, then press "Update Road" under "House Placement".



3. The houses should show up along the newly placed FCSG_CityStreetGenerator



4. Make sure to raise the spline above your landscape. This determines how the houses snap to the landscape.

Painting a Road Texture on the Terrain

[This video](#) shows how to paint a road texture automatically along the street.

1. Select your street generator and go to “Details” then “Landscape Painting”.
2. Click the eyedropper icon in “Selected Landscape” then click on your landscape.
3. Select the Landscape layer you’d like to paint.
4. Click “Paint Road”.
5. (Optional) Change “Road Texture Width” to adjust how far from the spline the landscape is painted.

More Documentation

Go and scroll down to “Documentation” to see more documentation links.

<https://www.unrealengine.com/marketplace/en-US/product/fantasy-city-street-generator>