

# Importing the Modified Surface Mask into Enfusion

**Warning:** Importing the texture mask will modify all tiles and will likely trigger errors (see the previous warning). If you're working alone, be sure to make a backup of your terrain before importing the mask.

If you're working in a shared environment with a remote repository, you'll need to retrieve the latest repository state and perform a "semi-manual" update (explained in upcoming steps).

1. **In Enfusion, import the modified mask file** (e.g., `Concrete01-mod1.png`) into the appropriate texture slot.  
`AD_4nXdw3TQvmhEiNZl1k-wTsetSXA03cEXT7p685yeFIZaeqODcekEqBl6uyfjjZSelwLgXLmCHRal`
2. **Repeat as Needed:** You can repeat these steps as many times as needed to refine your texture adjustments, smoothing, shapes, etc. However, before re-importing a modified texture, it's recommended to first import the base texture of your terrain to reset previous changes (e.g., in our project, we use the `Grass03` texture as the base).

This will help keep previous modifications clean and maintain consistency across your terrain.

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