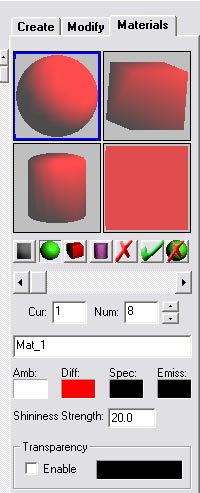
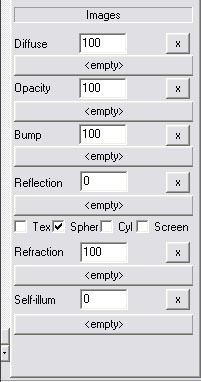
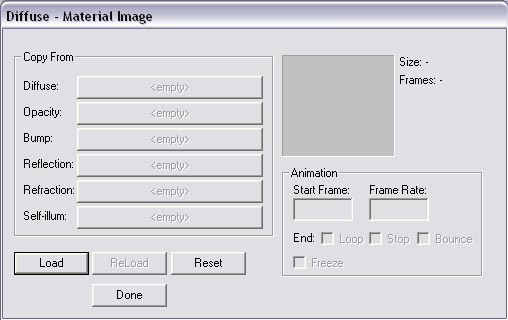
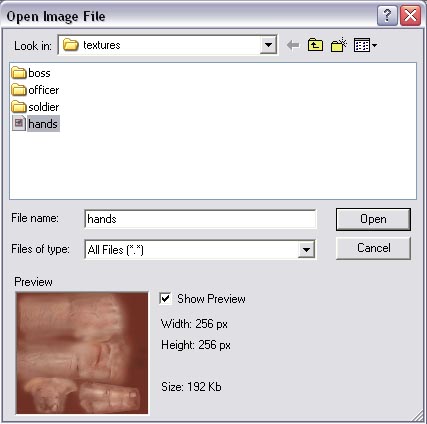
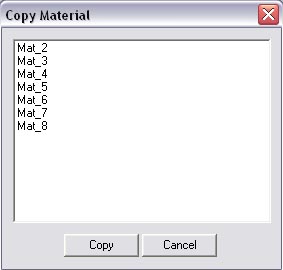
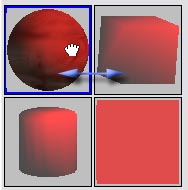
**Loading Images into the Material Editor**

How to load images into the material editor

The Material Editor   
  
  
There are 4 visible slots.Default number of materials is 8(max 100).   
mate2.jpg  
  
Starting from left to right:   
First 4 buttons: planar,spherical,cubic,cylindrical previewing.   
X: Reset material - colors,images.   
V: Set(assign) material to selected object(s) or selected mesh face(s).   
X: Remove material from selected object(s) or selected mesh face(s).   
  
  
Transparency:   
Used as the transparent color for diffuse image when rendering.

Images:   
  
  
\*Only diffuse image is rendered in views.   
\*x button will reset image(unload).   
\*Amount value (0-100%) is used in rendering(image RGB strength).Refraction image can exceed 100%.   
  
Loading:   
  
For each image press the oblong button - <empty> - to bring up the image editor.

\*You can copy another material image(if any) instead of loading a new one.   
\*Animation fields will be enabled if an avi or ifl file is loaded.   
Now, press Load.   
  
  
Select the image and press Open.   
  
  
<empty> will be replaced with the image's filename.

Copying materials:   
A) Right click in a slot and choose the material to copy from.   
  
  
B) Left click and hold.Move-Drag over a near slot and release left mouse button(pick & drag).   
  
  
Prometheus