Light Textures

Descripción

Files: Generated common feature

Path: "cgf/Shaders/Common Features"

Description

Manages light textures settings.

Reference

- **Light Textures** – Manages light textures settings.
  - **Main Texture** – Texture of all normals.
  - **Main Texture Level** – Level of main texture in relation the source color.
  - **Front Texture** – Texture of the front normals.
  - **Front Texture Level** – Level of front texture in relation the source color.
  - **Right Texture** – Texture of the right normals.
  - **Right Texture Level** – Level of right texture in relation the source color.
  - **Top Texture** – Texture of the top normals.
  - **Top Texture Level** – Level of top texture in relation the source color.
  - **Back Texture** – Texture of the back normals.
  - **Back Texture Level** – Level of back texture in relation the source color.
  - **Left Texture** – Texture of the left normals.
  - **Left Texture Level** – Level of left texture in relation the source color.
  - **Bottom Texture** – Texture of the bottom normals.
  - **Bottom Texture Level** – Level of bottom texture in relation the source color.
  - **Alpha Cutoff** – Alpha Cutoff value.

Use

Use this page as the shared reference for every shader or system page that links to this common feature.
Configure the nested options listed in Reference from the page where the feature appears.