Warning

This plugin will currently only work on Linux. It requires either the PySide or the PyQt4 Python module. It will be fully supported in a future release of appleseed.

Installation

To install this plugin, copy the `textureprocessor` directory into the `studio/plugins/` directory of your appleseed installation.

It should look like this:

```
<root appleseed directory>
    bin/
    ...
    studio/
        plugins/
            textureprocessor/
                __init__.py
```

Usage

To use this plugin, open the *Plugins* menu and choose *Convert Textures* in appleseed.studio.