DAutoTxtRepl or DAutoTex

This script automatically sets the TxtRepl# fields of the object to a random texture out of a specified set.

There are three ways to assign Textures to an object.

* Manually via Parameters:  
  DAutoTxtReplTextures=  
  Whereby the # indicates the TxtRepl# (0 - 3) field, one texture for each field is chosen at random.
* Manually assigning a Category via Parameters.  
  DAutoTxtReplCategory=  
  Whereby the # indicates the TxtRepl# (0 - 3) field. Categories hold a set of textures, these are explained below.
* Automatically via the model name of the object:

For this to work we need to know which models shall have which textures. These relations are defined outside of the editor either in a .csv / spreadsheet or a .nut / Squirrel script file.

While the first is easier to create and maintain, the other is more efficient – With the Parameter DAutoTxtReplDump=1 a long output in the monolog will be created which you then can copy into a .nut file.

### Creating a Category

Independent of the file type a category consist of two separate data sets, one for the models one for the textures. These roughly look like this:  
MyCategory=Model1,Model2,…  
MyCategory=Texture1,Texture2,…

in the CSV file these are separated somewhere by the line \_TEXTURES\_ in the Squirrel .nut file these are added to two different tables, the ModTable and TexTable.

To save you the hassle of inserting stuff like Model1, Model2, … there are some ways to create multiple entries out of a single one, if you add specific data behind the models name.  
A $ will be replaced by each entry in an array (square brackets):  
*Model$,[B,DE] is equal to ModelB,ModelDE*A # will replaced by the numbers from x to y, whereby these are given via x.y  
#Name,2.4 is the same as 2Name,3Name,4Name