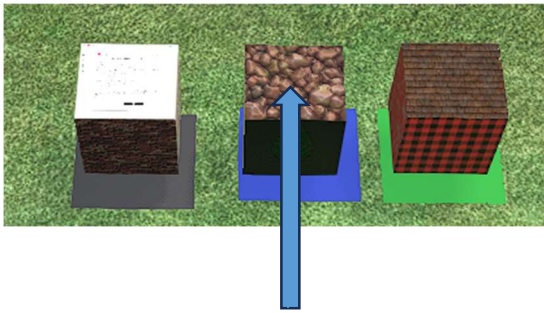
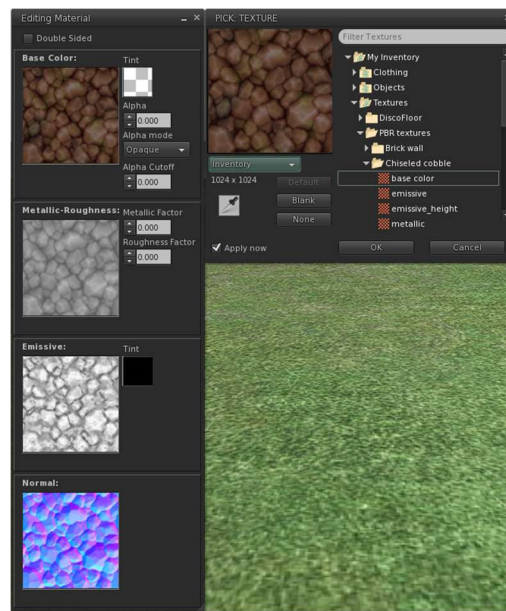


DEPPEX PBR changer explanation

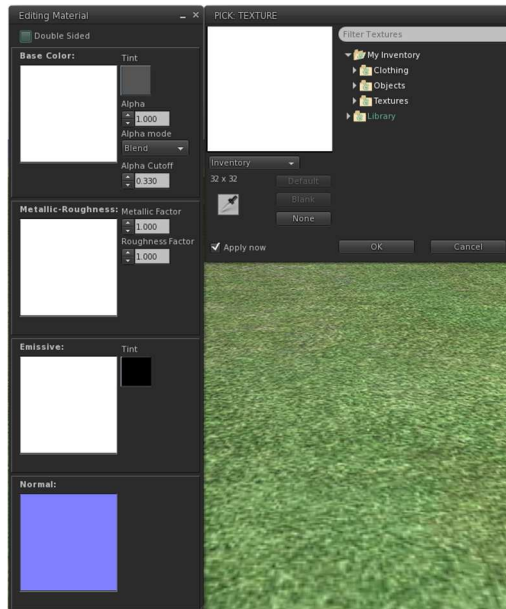


Every face in PBR texture must have texture

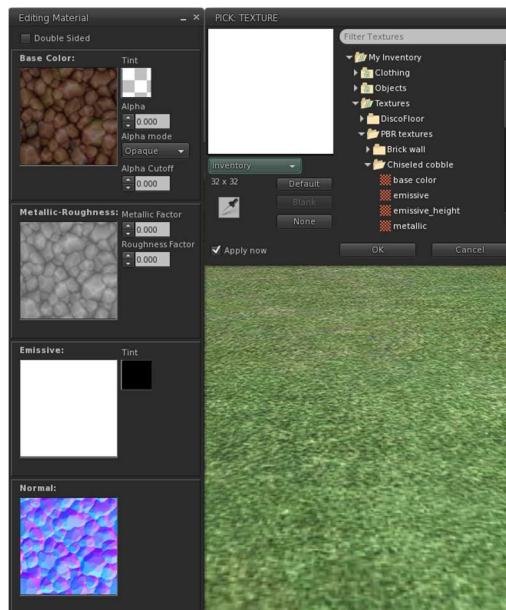


If you don't have texture set everything to Blank texture

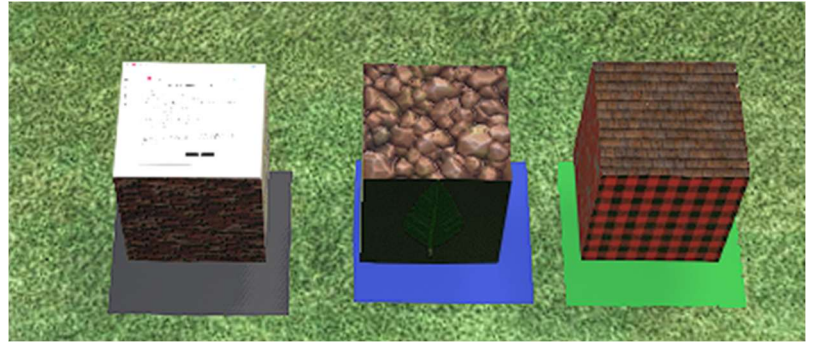
If you don't want to see Blank texture set Alpha to 0.0



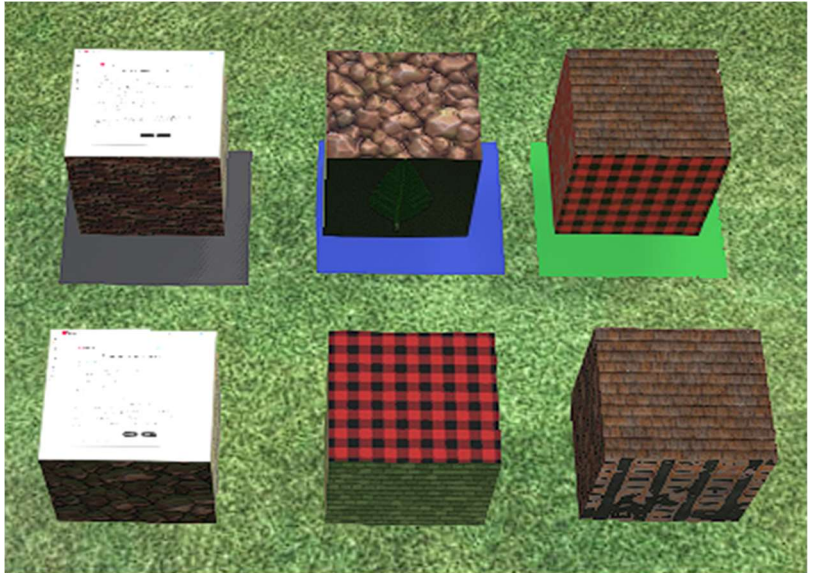
If you don't have texture example
Emissive set to Blank texture



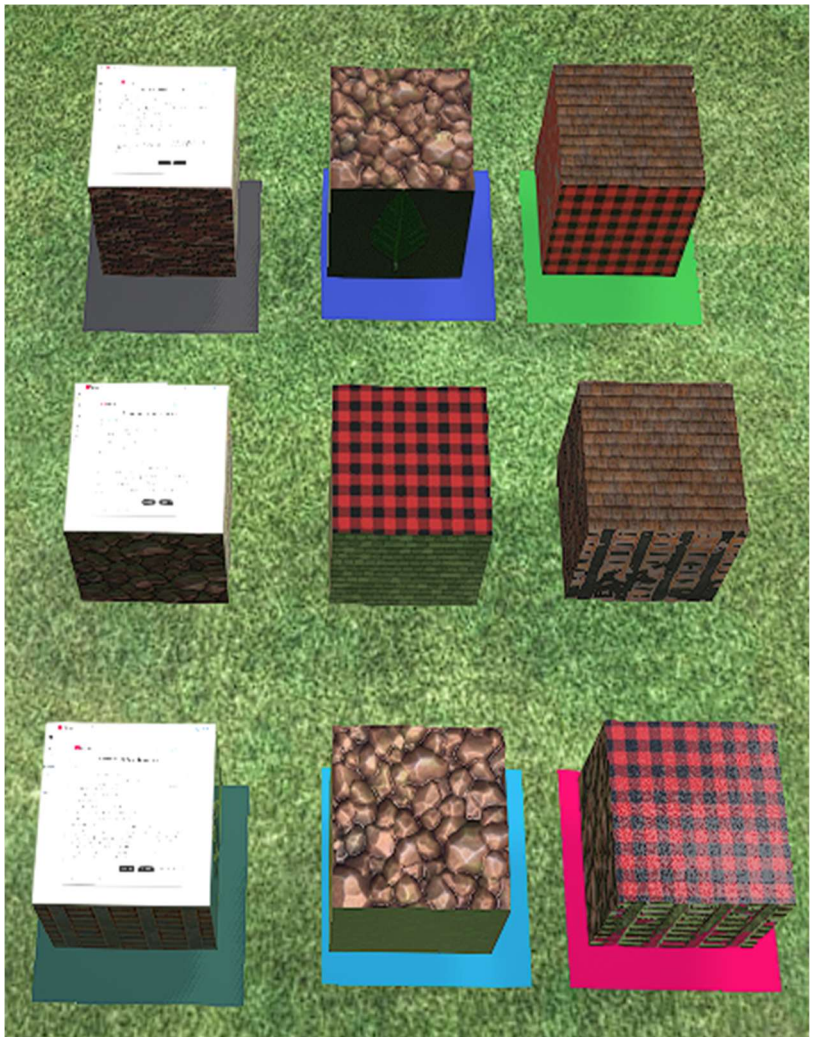
Let's start with first PBR texture
Put on all faces PBR texture
If you have shadow then
make suitable PBR texture for
that face

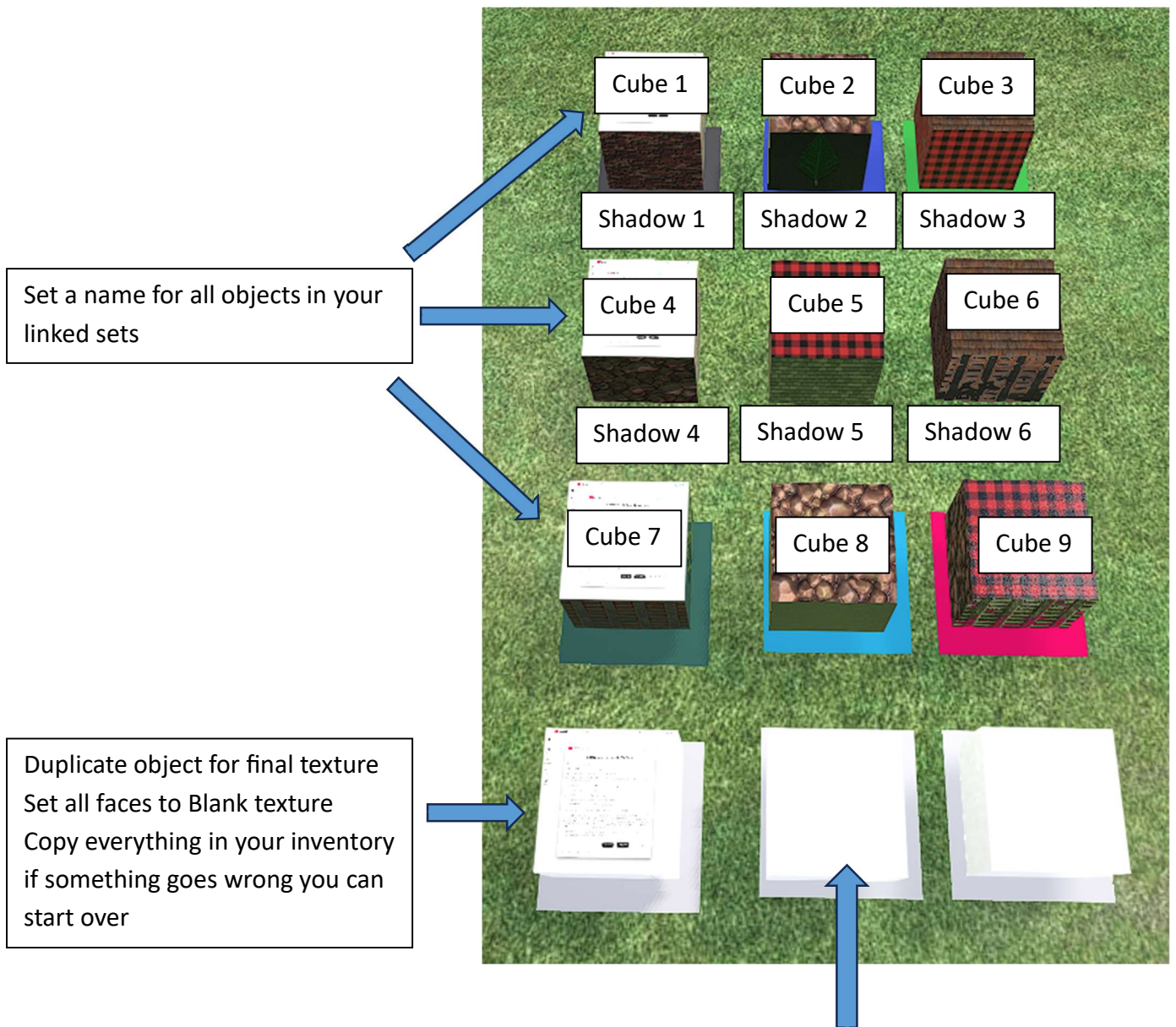


Duplicate object for second
texture
Set all faces PBR texture
Set shadow to invisible



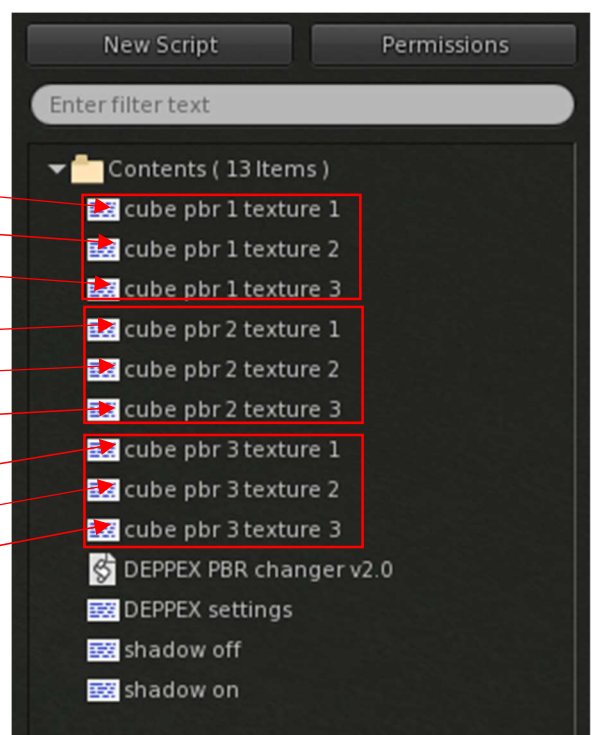
Duplicate object for third
texture
Set all faces to PBR texture
Shadow is no longer
important





DUMP all keys in chat and sort by notecard

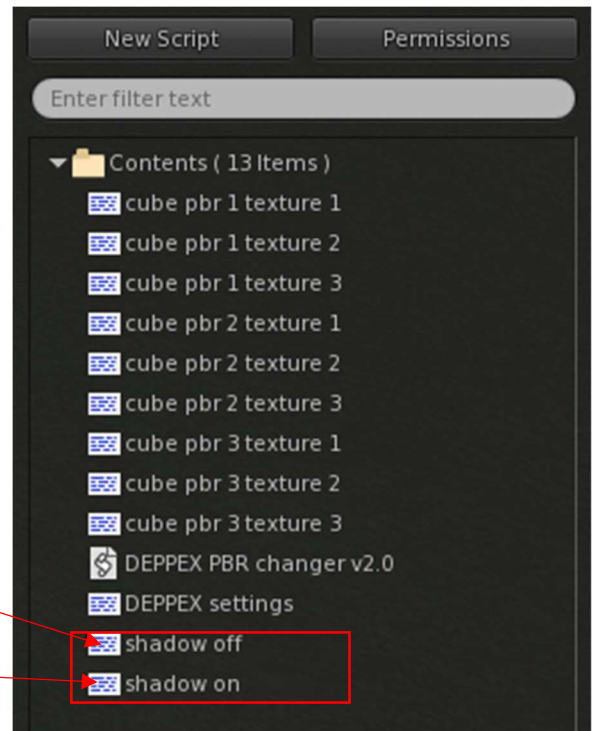
- Cube 1 ▶ cube pbr 1 texture 1
- Cube 4 ▶ cube pbr 1 texture 2
- Cube 7 ▶ cube pbr 1 texture 3
- Cube 2 ▶ cube pbr 2 texture 1
- Cube 5 ▶ cube pbr 2 texture 2
- Cube 8 ▶ cube pbr 2 texture 3
- Cube 3 ▶ cube pbr 3 texture 1
- Cube 6 ▶ cube pbr 3 texture 2
- Cube 9 ▶ cube pbr 3 texture 3



DUMP all keys in chat and sort by notecard

Shadow 4
Shadow 5 → shadow off
Shadow 6 →

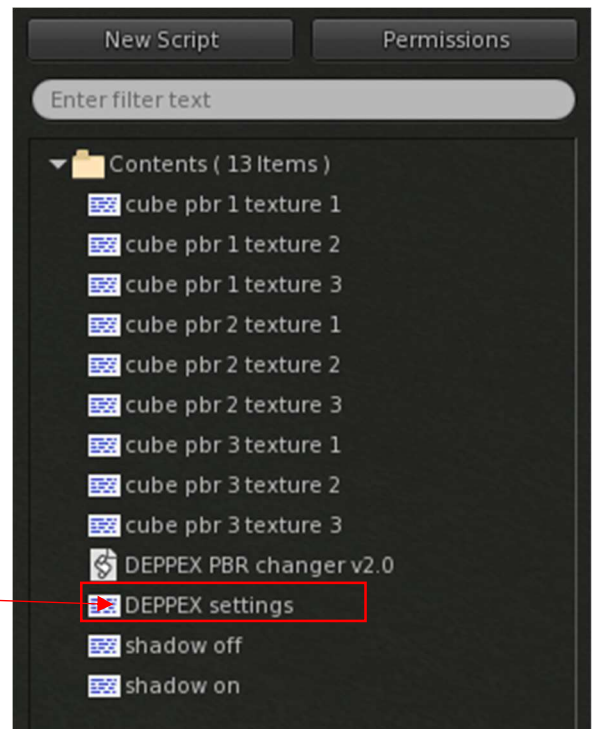
Shadow 1
Shadow 2 → shadow on
Shadow 3 →



Notecard "DEPPEX settings"

We are now going to build Notecard
DEPPEX settings

Do not change name of notecard DEPPEX
setting



The same sorting system can be applied to face
You can also change face texture separately
I will not explain further how to do that
because of so many notecards I will only calculate notecard
cube 1 = 18 notecards
cube 2 = 18 notecards
cube 3 = 18 notecards
shadows = 6 notecards

Build Notecard "DEPPEX settings"

MENU=TEXTURE

.....

TEXTURE=SHADOW=CUBE 1=CUBE 2=CUBE 2

.....

NOTECARD_1=shadow off=shadow on

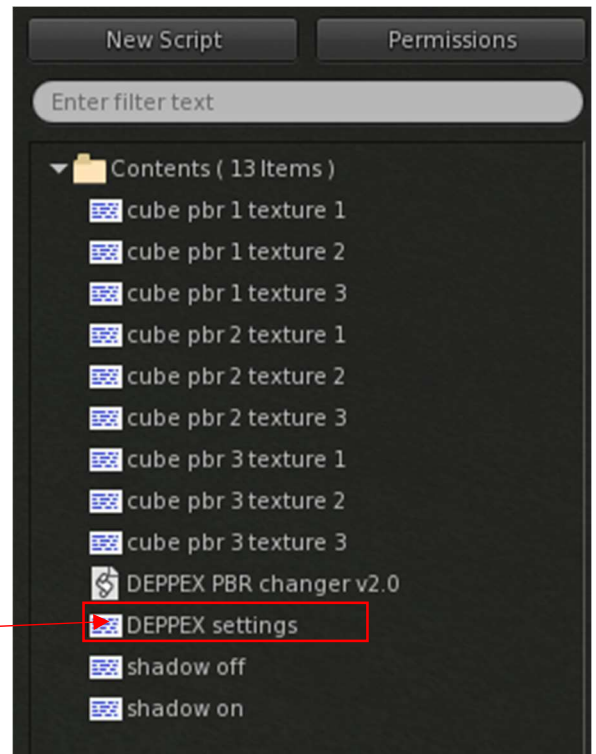
NOTECARD_2=cube pbr 1 texture 1
=cube pbr 1 texture 2=cube pbr 1 texture 3

NOTECARD_3=cube pbr 2 texture 1
=cube pbr 2 texture 2=cube pbr 2 texture 3

NOTECARD_4=cube pbr 3 texture 1
=cube pbr 3 texture 2=cube pbr 3 texture 3

.....

BUTTON_1=SHADOW OFF=SHADOW ON
BUTTON_2=BLACK=RED=GREEN
BUTTON_3=PURPLE=ORANGE=YELLOW
BUTTON_4=NEUTRAL=TREE=PICTURE



Explanation of buttons

TEXTURE_1 is linked to BUTTON_1 and BUTTON_1
BUTTON_1 is linked to NOTECARD_1

TEXTURE_1=SHADOW

NOTECARD_1=shadow off

BUTTON_1=SHADOW OFF

NOTECARD_1=shadow on

BUTTON_1=SHADOW ON

Explanation about Notecard "DEPPEX settings"

This is the first menu button

TEXTURE=TEXTURE

If you click on TEXTURE you will get this menu

TEXTURE=SHADOW=CUBE 1=CUBE 2=CUBE 2

NOTECARD names are not visible in the menu

NOTECARD_1=shadow off=shadow on

NOTECARD_2=cube pbr 1 texture 1

=cube pbr 1 texture 2=cube pbr 1 texture 3

NOTECARD_3=cube pbr 2 texture 1

=cube pbr 2 texture 2=cube pbr 2 texture 3

NOTECARD_4=cube pbr 3 texture 1

=cube pbr 3 texture 2=cube pbr 3 texture 3

Click TEXTURE_1 you get buttons for shadow

BUTTON_1=SHADOW OFF=SHADOW ON

BUTTON_2=BLACK=RED=GREEN

BUTTON_3=PURPLE=ORANGE=YELLOW

BUTTON_4=NEUTRAL=TREE=PICTURE

