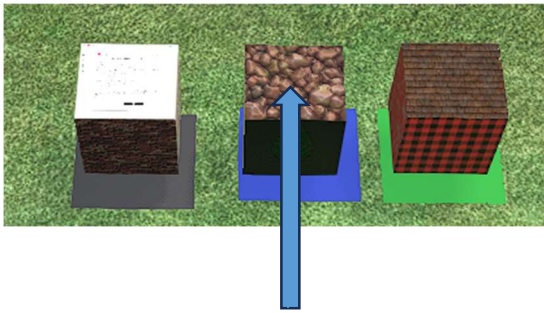
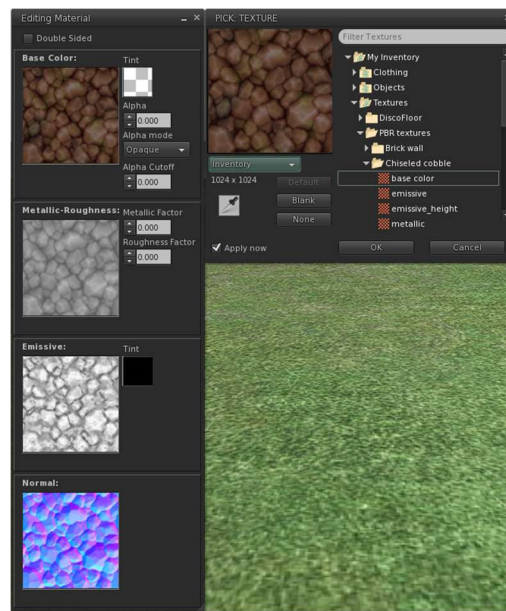


# DEPPEX PBR changer explanation

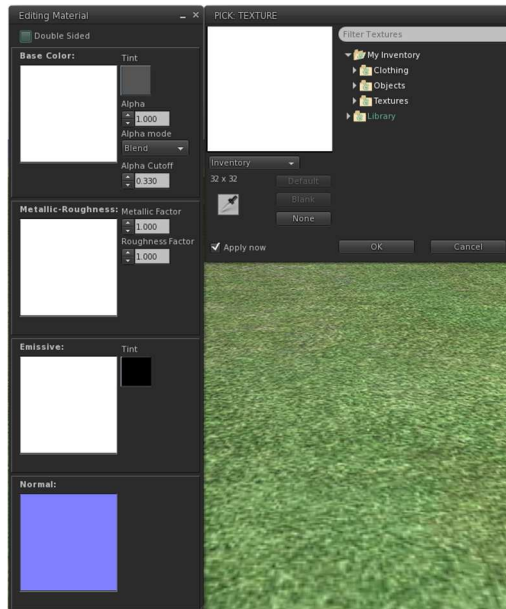


Every face in PBR texture must have texture

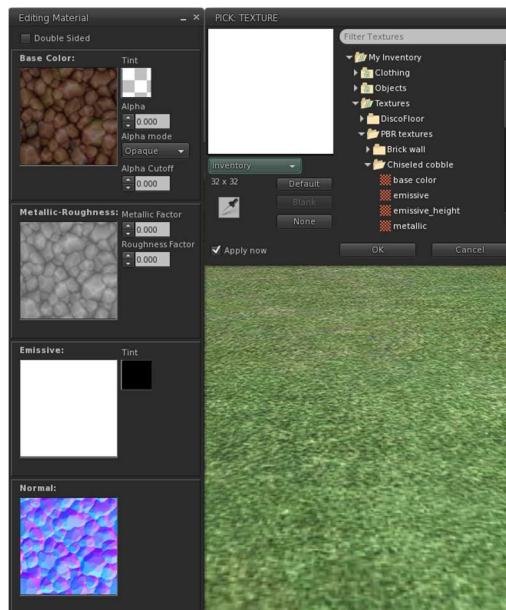


If you don't have texture set everything to Blank texture

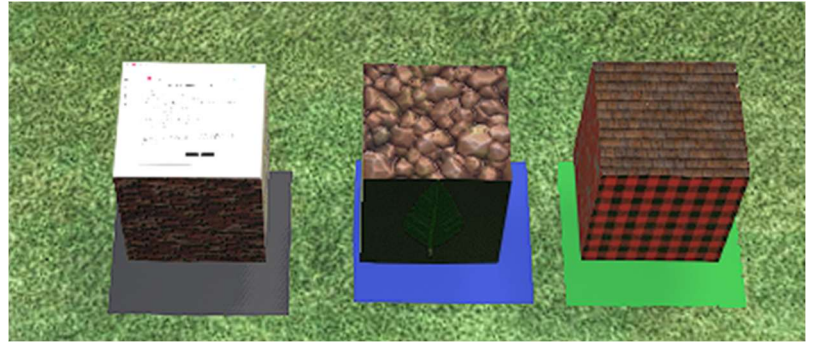
If you don't want to see Blank texture set Alpha to 0.0



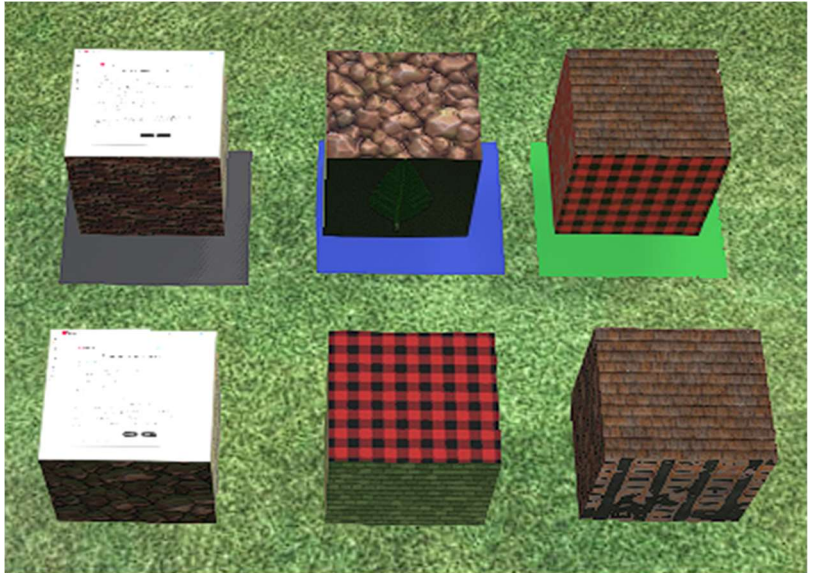
If you don't have texture example Emissive set to Blank texture



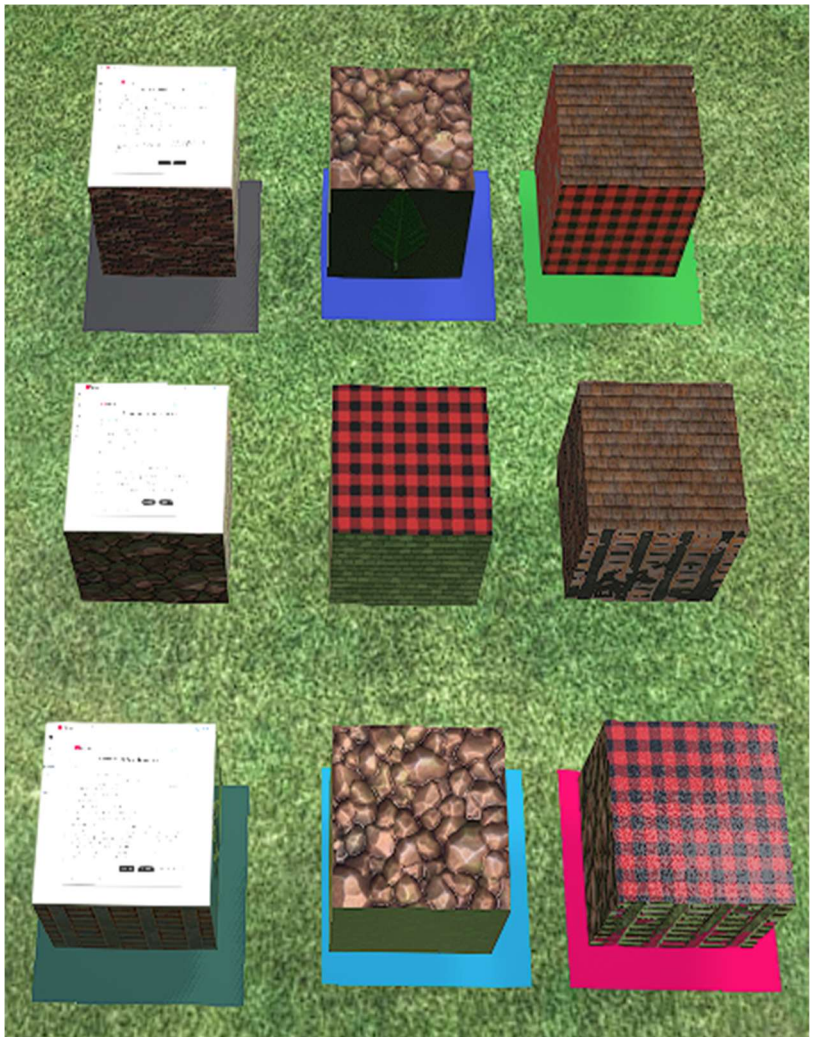
Let's start with first PBR texture  
Put on all faces PBR texture  
If you have shadow then  
make suitable PBR texture for  
that face



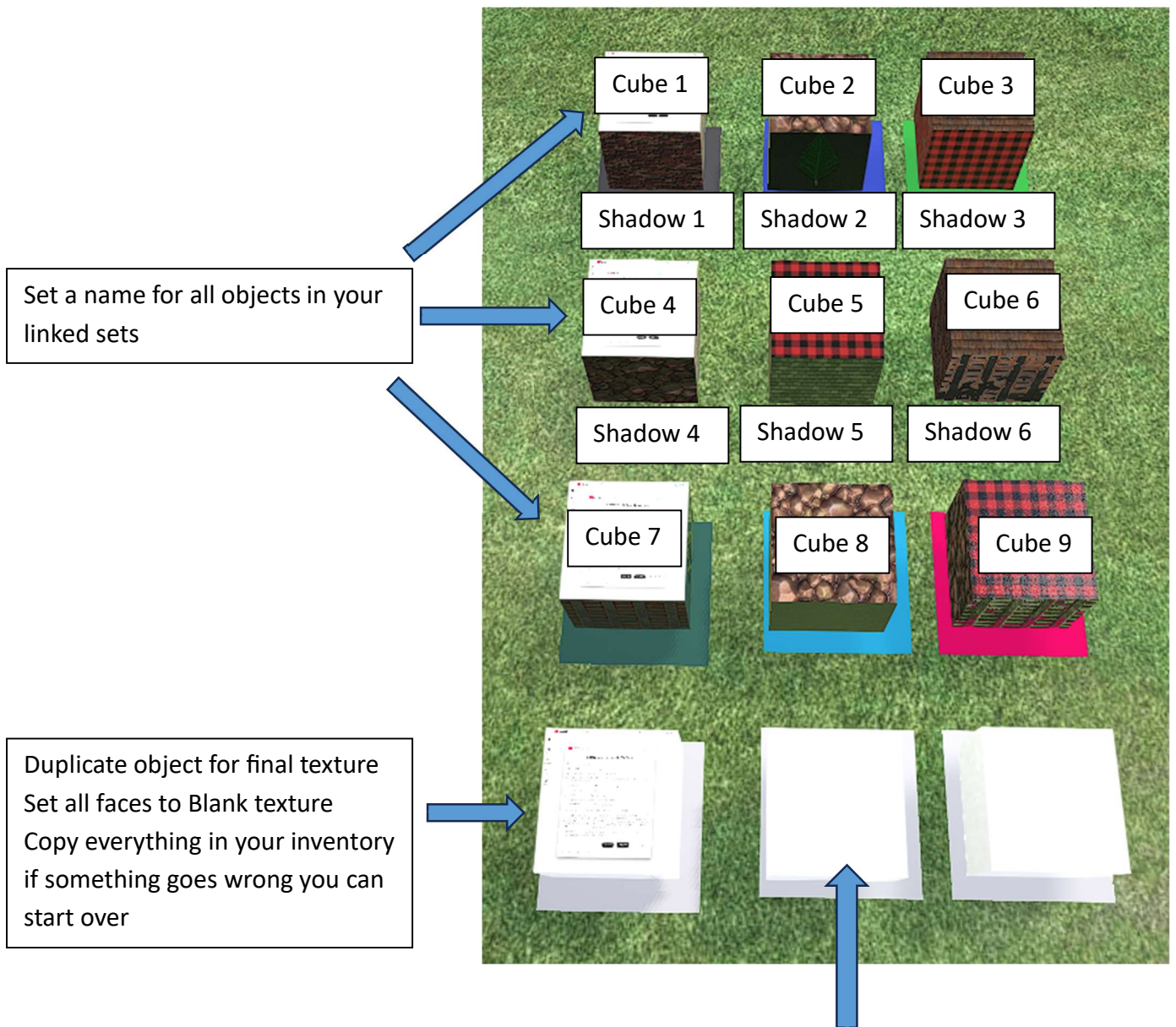
Duplicate object for second  
texture  
Set all faces PBR texture  
Set shadow to invisible



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

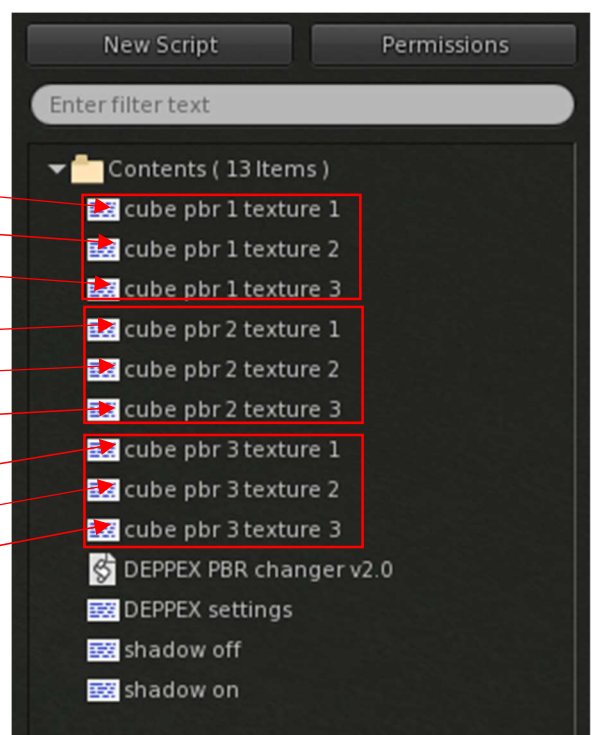






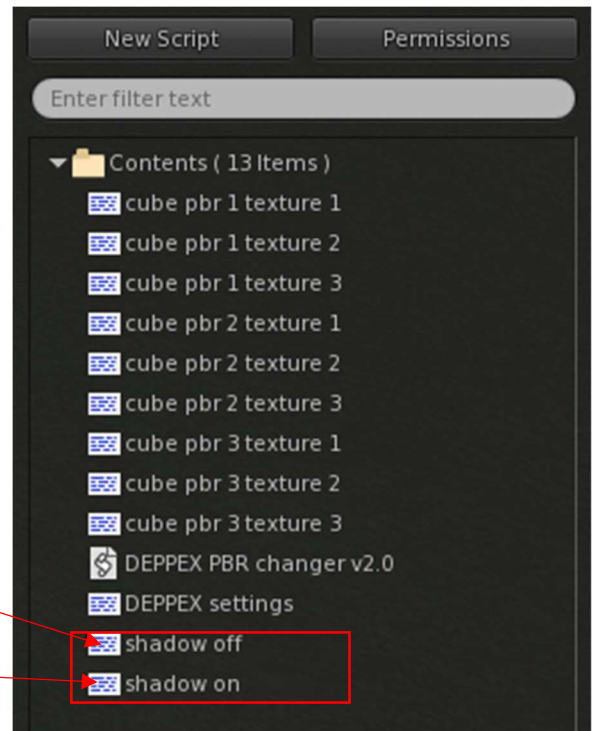
**DUMP** all keys in chat and sort by notecard

- 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

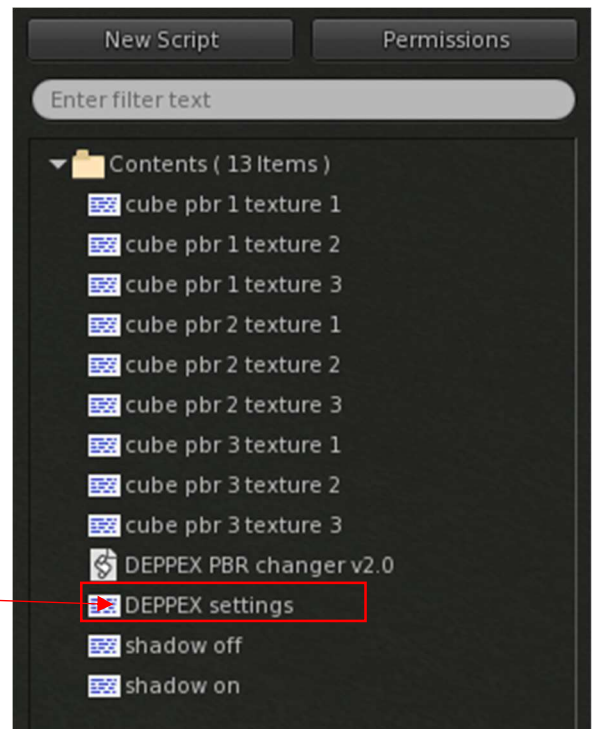
Shadow 4  
Shadow 5 → shadow off  
Shadow 6 →  
  
Shadow 1  
Shadow 2 → shadow on  
Shadow 3 →



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"

TEXTURE=TEXTURE

.....

TEXTURE\_1=SHADOW

TEXTURE\_2=CUBE 1

TEXTURE\_3=CUBE 2

TEXTURE\_4=CUBE 3

.....

NOTECARD\_1=shadow off

NOTECARD\_1=shadow on

NOTECARD\_2=cube pbr 1 texture 1

NOTECARD\_2=cube pbr 1 texture 2

NOTECARD\_2=cube pbr 1 texture 3

NOTECARD\_3=cube pbr 2 texture 1

NOTECARD\_3=cube pbr 2 texture 2

NOTECARD\_3=cube pbr 2 texture 3

NOTECARD\_4=cube pbr 3 texture 1

NOTECARD\_4=cube pbr 3 texture 2

NOTECARD\_4=cube pbr 3 texture 3

.....

BUTTON\_1=SHADOW OFF

BUTTON\_1=SHADOW ON

BUTTON\_2=BLACK

BUTTON\_2=RED

BUTTON\_2=GREEN

BUTTON\_3=PURPLE

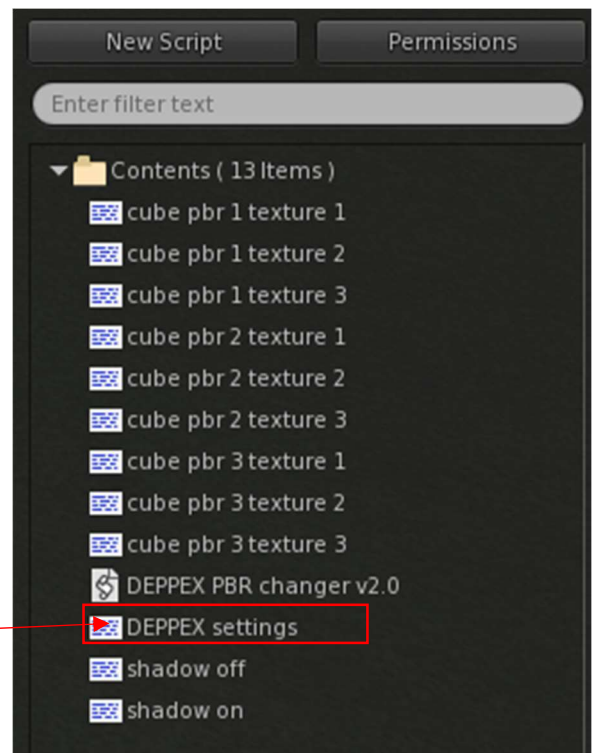
BUTTON\_3=ORANGE

BUTTON\_3=YELLOW

BUTTON\_4=NEUTRAL

BUTTON\_4=TREE

BUTTON\_4=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\_1=SHADOW

TEXTURE\_2=CUBE 1

TEXTURE\_3=CUBE 2

TEXTURE\_4=CUBE 3

NOTECARD names are not visible in the menu

NOTECARD\_1=shadow off

NOTECARD\_1=shadow on

NOTECARD\_2=cube pbr 1 texture 1

NOTECARD\_2=cube pbr 1 texture 2

NOTECARD\_2=cube pbr 1 texture 3

NOTECARD\_3=cube pbr 2 texture 1

NOTECARD\_3=cube pbr 2 texture 2

NOTECARD\_3=cube pbr 2 texture 3

NOTECARD\_4=cube pbr 3 texture 1

NOTECARD\_4=cube pbr 3 texture 2

NOTECARD\_4=cube pbr 3 texture 3

Click TEXTURE\_1 you get button for shadow

BUTTON\_1=SHADOW OFF

BUTTON\_1=SHADOW ON

BUTTON\_2=BLACK

BUTTON\_2=RED

BUTTON\_2=GREEN

BUTTON\_3=PURPLE

BUTTON\_3=ORANGE

BUTTON\_3=YELLOW

BUTTON\_4=NEUTRAL

BUTTON\_4=TREE

BUTTON\_4=PICTURE

