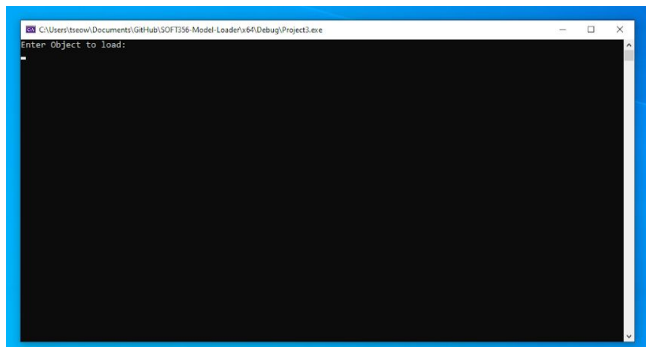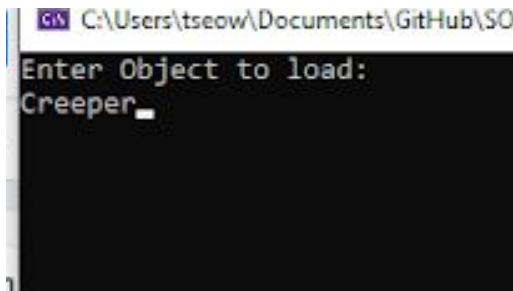# Model Loader User Guide

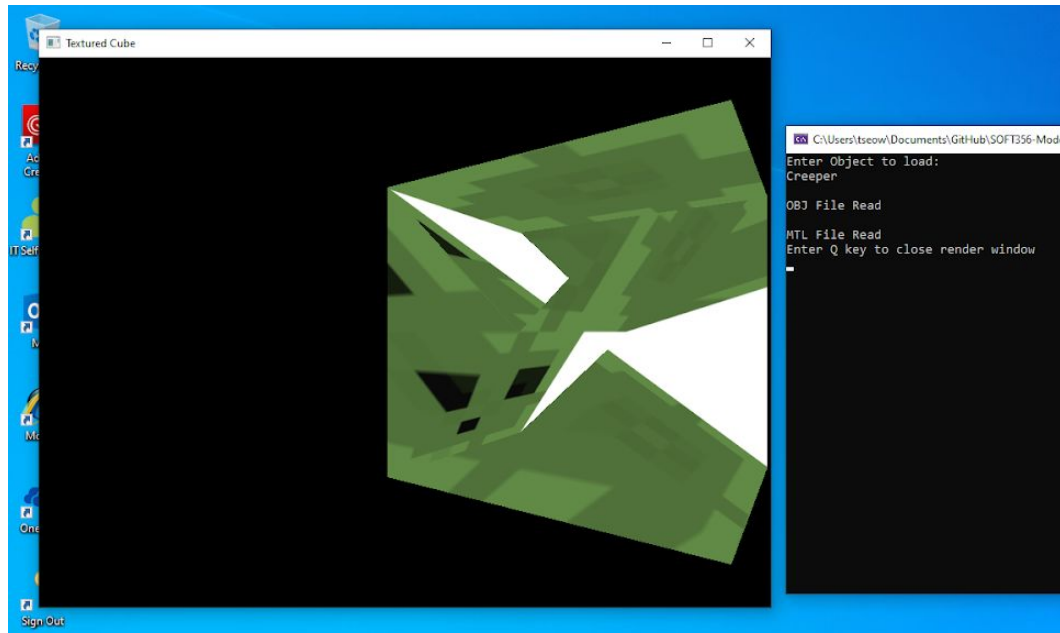Step 1: Click green button below to start the program

This window will pop up:

Step 2: Type in the name of the file you want into the loader e.g. Creeper (Note: Do not include the extension name e.g. ".obj"), then press enter

This window will pop up:

Step 3:
To close the window and loader a new model, press "q" in the console, it will then prompt you to enter a new object name.