

P3dPaintableTexture

This component allows you to make one texture on the attached Renderer paintable.

slot

The material index and texture slot name that will be used.

group

The group you want to associate this texture with. You only need to set this if you are painting multiple types of textures at the same time (e.g. 0 = albedo, 1 = illumination).

saveName

If you want this texture to automatically save/load, then you can set the unique save name for it here. Keep in mind this setting won't work properly with prefab spawning since all clones will share the same SaveName.

shaderKeyword

Some shaders require specific shader keywords to be enabled when adding new textures. If there is no texture in your selected slot then you may need to set this keyword.

format

The format of the created texture.

width

The base width of the created texture.

height

The base height of the created texture.

inheritSize

If there is already a texture in the specified slot, inherit the width/height of that texture?

baseScale

If you want the width/height to be multiplied by the scale of this GameObject, this allows you to set the scale where you want the multiplier to be 1.

color

The base color of the created texture.

texture

The base texture of the created texture.

Current

This will get the current texture. NOTE: This may contain a preview texture.

Snapshot

This will return the current snapshot if doing preview painting.

NotifyOnModified

You should call this after painting to this paintable texture.

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