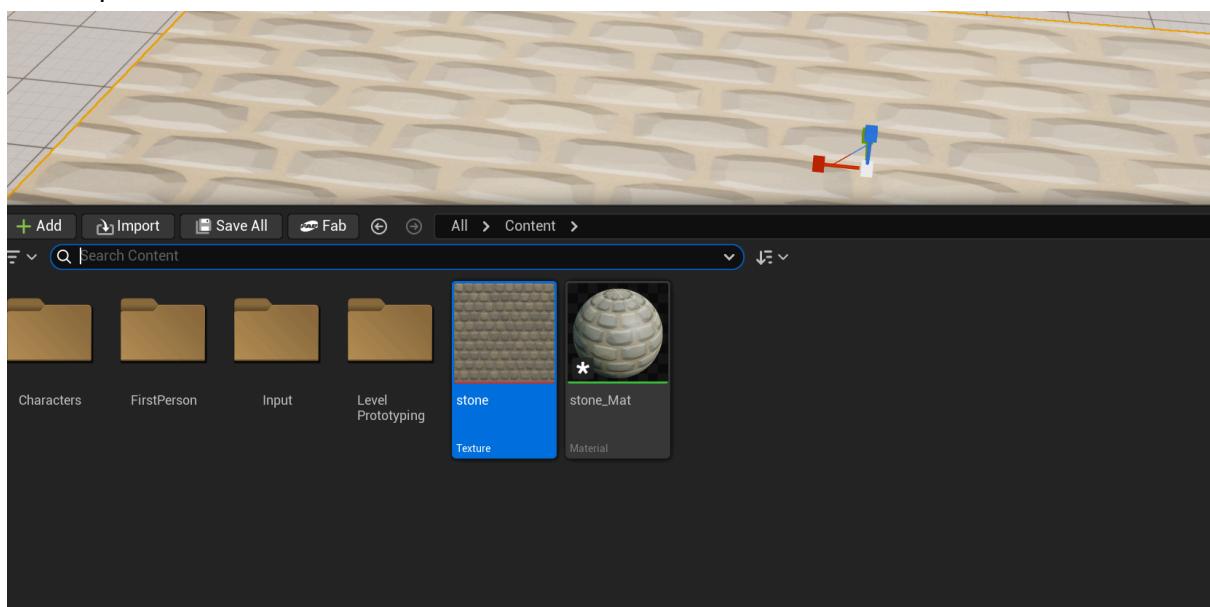
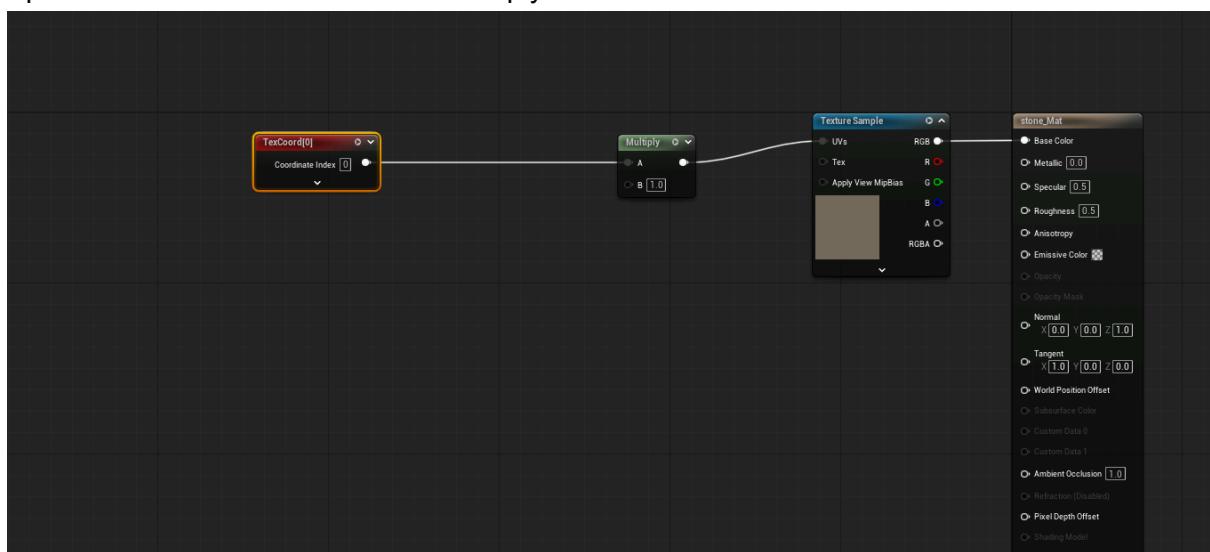


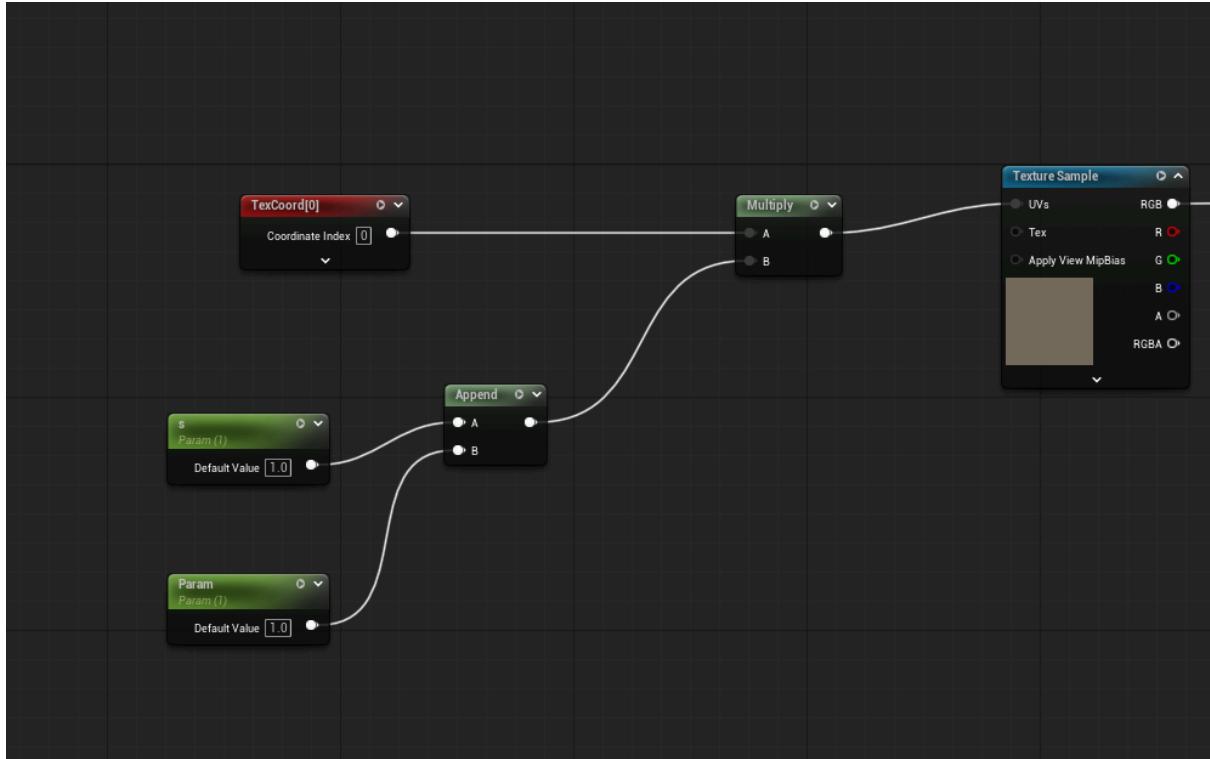
First import the texture and make it a material



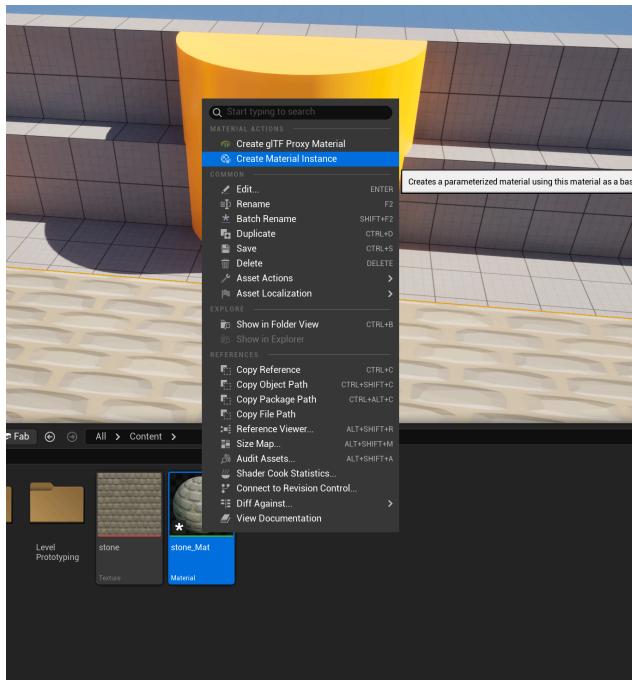
Open the new material and add a multiply and a texture coordinate



Now press S and left click and create two Param , attach these to an append and into multiply



Now create a material instance from the texture and apply it to your desired object



Now open the instance and use the two new sliders to match the texture to your desired shape

