Optimizing mentalray textures

Command line tools available with maya to create optimized texture format

1. `imf_copy`

    allows to convert all files supported by mental ray, including optimized file format

2. `imf_disp`

    allows to display all files supported by mental ray, including optimized file format

Script example to convert all textures files in a given directory
From a Windows DOS command prompt, type

```
for %i in (*.bmp *.tga *.jpg) do imf_copy -r -p %i %i.map
foo.bmp will be converted to foo.bmp.map
```

If you put the above command line into a batch file or cmd file, you need to change few things in order to work (DOS)

```
for %%i in (*.bmp *.tga *.jpg) do imf_copy -r -p %%i %%i.map
```

Script example to convert all textures files, recursively from a given root directory

```
cd to_drive_letter_where_the_root_directory_is_located
cd to_root_directory

for /R %i in (*.bmp *.tga *.jpg) do imf_copy -r -p %i %i.map
```

If you want to remove the original file extension and replace it with .map here is how you proceed:

```
cd to_drive_letter_where_the_root_directory_is_located
cd to_root_directory

for /R %i in (*.bmp *.tga *.jpg) do imf_copy -r -p %i %~dpni.map
```

Construct explanation:

1. %~di provides the drive letter of the file contained in %i

```
c:
```

2. %~pi provides the path of the file contained in %i

```
\Documents and Settings\My
Documents\Maya\Projects\MayaIsSoCool\
```

3. %~ni provides the filename of the file contained in %i

```
RobotDiffuse
```

4. %~xi provides the file extension of the file contained in %i

```
.bmp
```

Concatenating the construct allows to recompose the entire file path.
%~dpni will result into

```
c:\Documents and Settings\My
Documents\Maya\Projects\MayaIsSoCool\RobotDiffuse
```

Thanks to Dave Lajoie for his Tip