uv unwrappingBox inside Touchdesigner

After my tool to unwrap uv from inside stage, I present here a .tox destined to unwrap uv from a six faced box.

The Top input is for a square texture including the images in the position. You can choose your resolution, corresponding to your images resolution but keep the resulting texture square with sides divisble by 4. I put a 1024 x 1024 texture as to be usable with non-commercial TD.
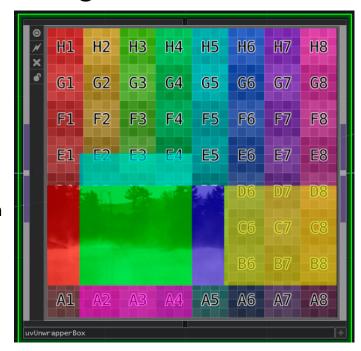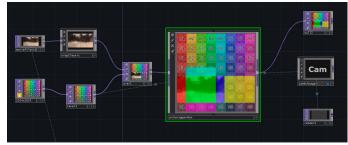
The Top output are:
- output of texture with colored faces

You can render the geometry with the link:
uvUnwrapperBox/geo1
You can use camshnappr with this link to the mesh:
uvUnwrapperBox/box1 (unfortunately, camSchnapper desnt work with version 2020.20020, use 2019.20140

I propose you also a .toe explaining how it works.
The center of Geometry is in the center of the box.

Settings
- size : stage dimensions
- render : output resolution, color level and mire level (linked to the level of mire before input)

Feel free to communicate on bugs and suggestions: http://hoepffner.info