

MultiBrush Installation Instructions:

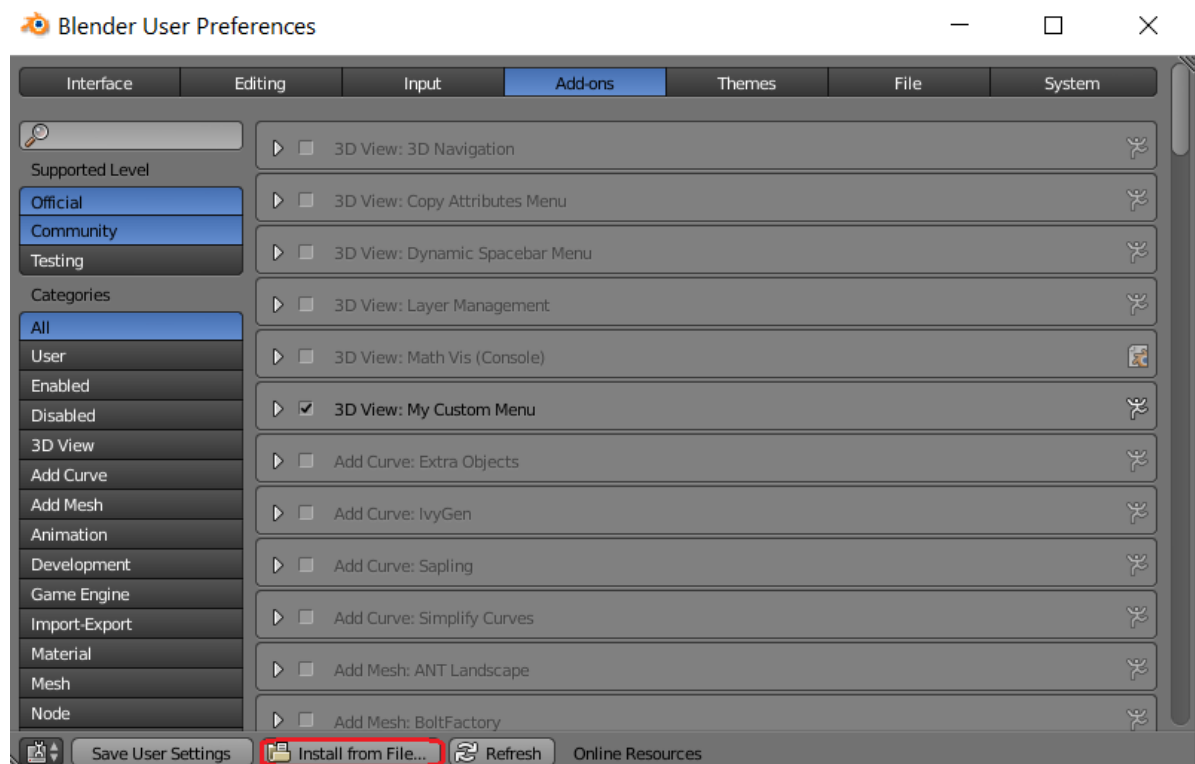
Once you have downloaded MultiBrush, locate the file **"MultiBrush.py"** on the folder, this is the file that contains the plugin to be installed on Blender. Extract this file anywhere on your local System.

Note: As of Blender V 2.6, you can place plugins anywhere on your computer and install them with the Add-ons wizard.

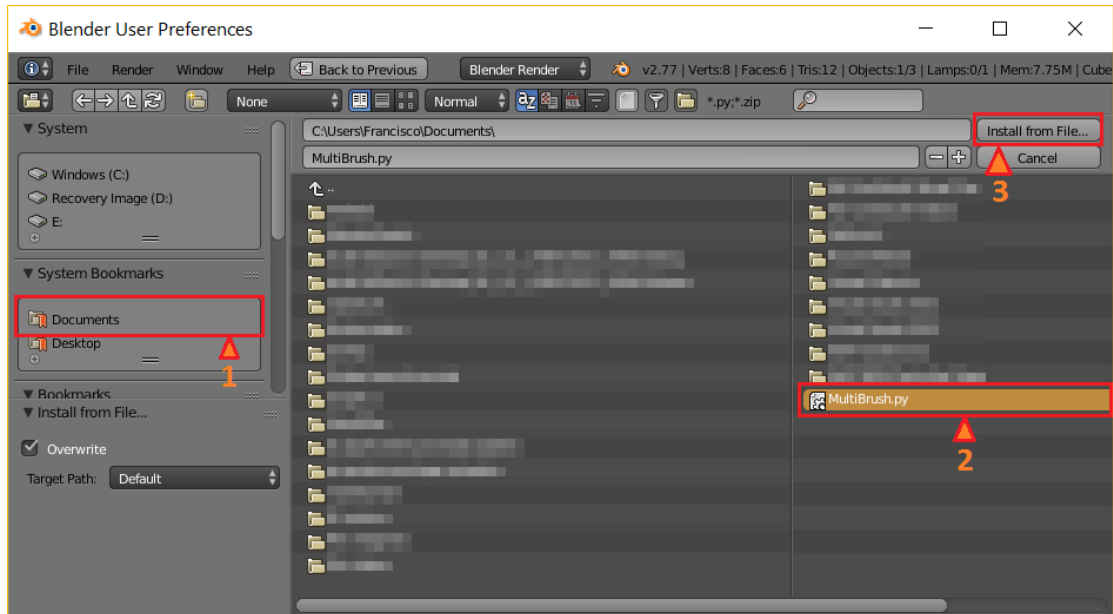
In this example we will extract the plugin directly to our "Documents" folder.

Now that you have saved this plugin on a place you are certain to find it later if needed be, start Blender.

Go to File > User Preferences; Select the **Addons** Tab, go to the bottom of the window and press the **Install from File** button:

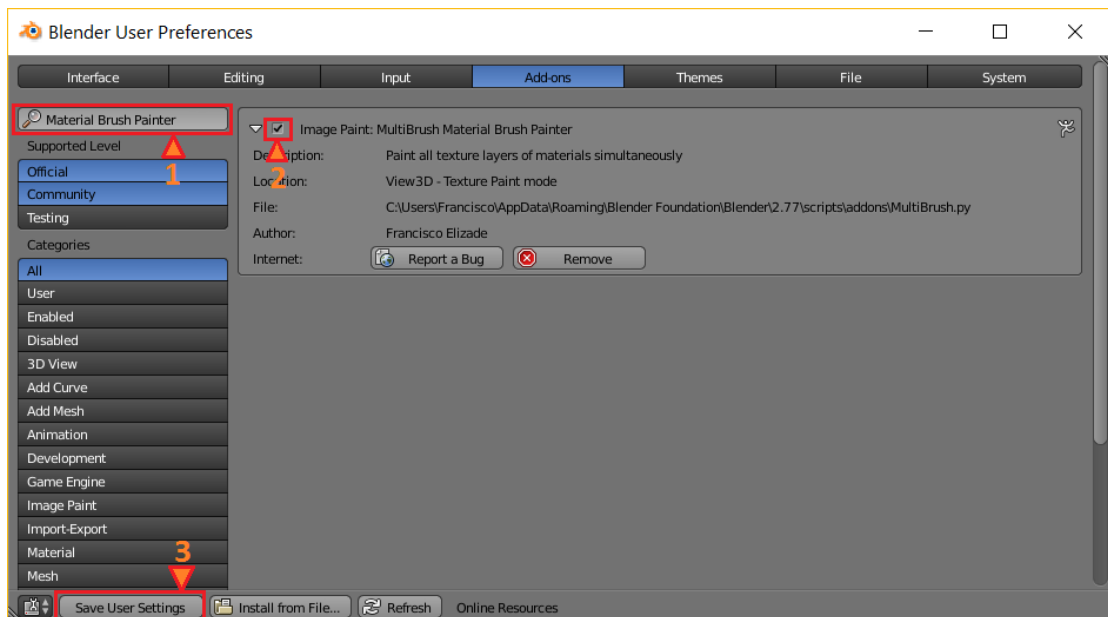


Next, navigate to the place on your Local Computer where you installed this file, and once you have located it, select it and press the **"Install from File"** button at the Top-Right corner on the Window.

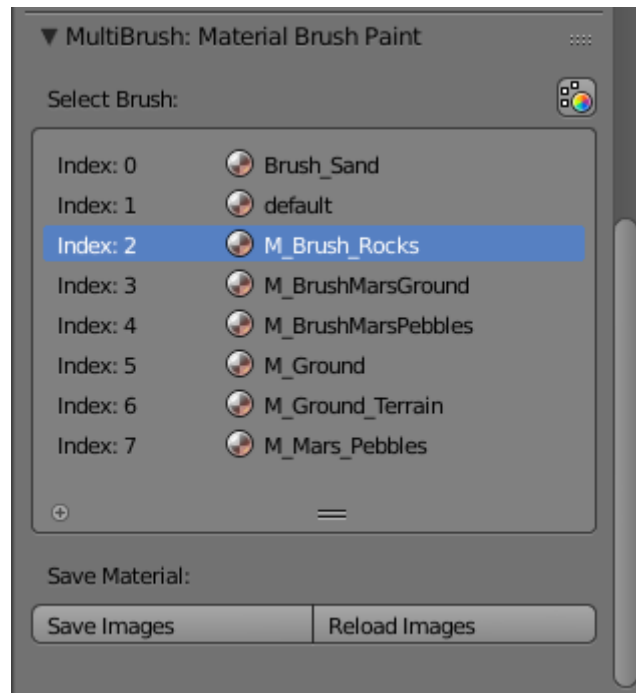


Following our example in which we extracted 'MultiBrush.py' to documents, this is the folder in which we will find the addon: Select 'Documents' on the system bookmarks panel marked by the 1st red square on the picture above, next, select the 'MultiBrush.py' python file marked by the number 2, and finally press the 'Install from File' button on the 3rd red square on the image above.

Now, on Blender's User Preferences Window, write 'Material Brush Painter' on the Search Text-box located on the n°1 in the next image, and select the Box located on the n°2 in the image below. Next, press the Save User Settings button at the Bottom-Left corner of the window to have this plug in permanently installed on your Blender's preferences.



After this installation, you will be able to see the panel on Texture Paint mode, at the Tools tab:



You can now proceed to use the MultiBrush plugin.