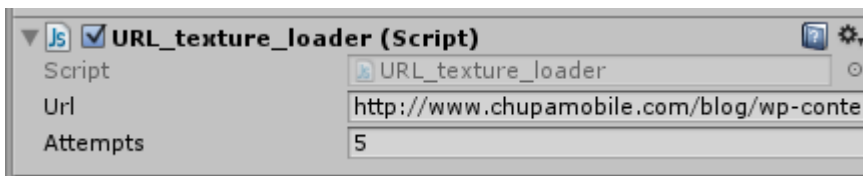# URL texture loader

With this script you can easily load textures from internet. For example, you can change ads in the game after it is released. You will need to type in URL of the image in script and texture will load when starting the game.

The texture will be left original, if there is no internet connection.

Ad stand included.

Documentation:

Put **urltexture.cs** script on your mesh with 1 material, after that you need to adjust script settings.

URL - You need to type in image URL adress.

Attempts - number of internet connection attempts.

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