

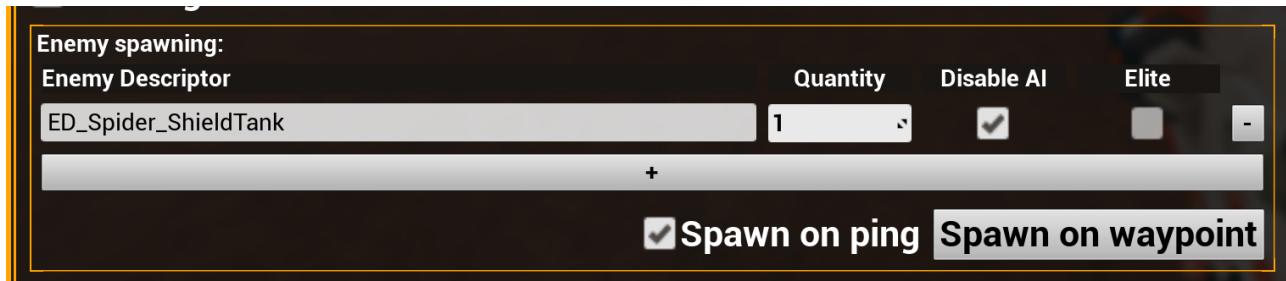
Materials

The Materials control is a list of string material names that replace the materials on the meshes on the enemy. You can find material names using Sandbox Utilities and preview them on the enemy in real time.

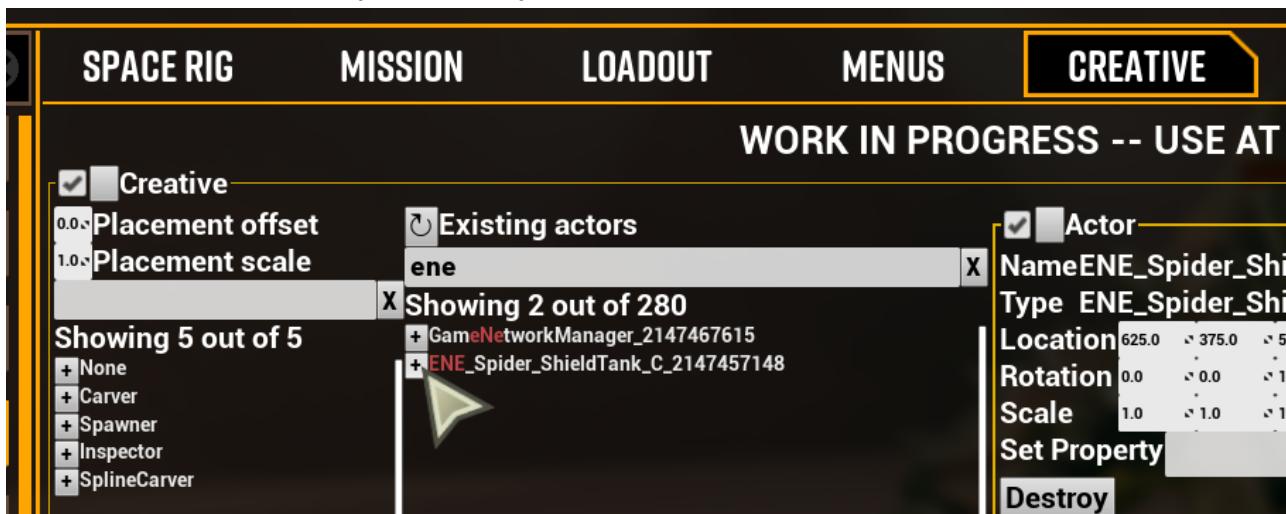
If an enemy has multiple meshes, the materials will be set on the meshes in a deterministic order, but you may need to discover this order by trial and error.

Guide:

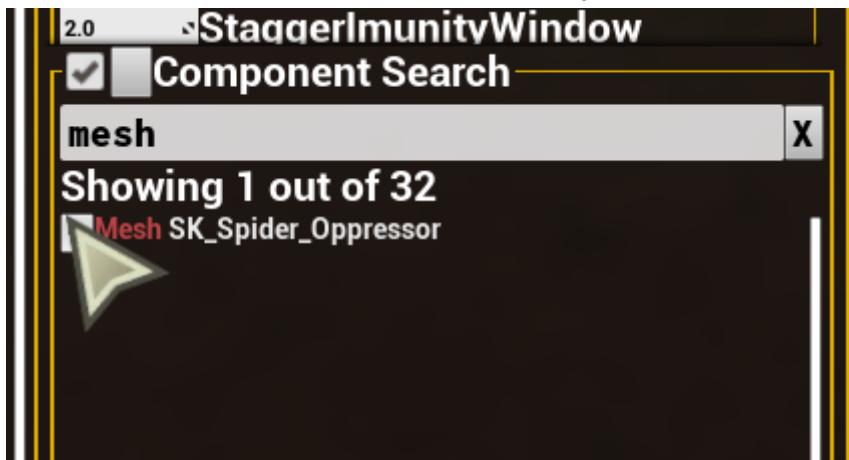
1. First spawn a copy of the enemy you want to setup:



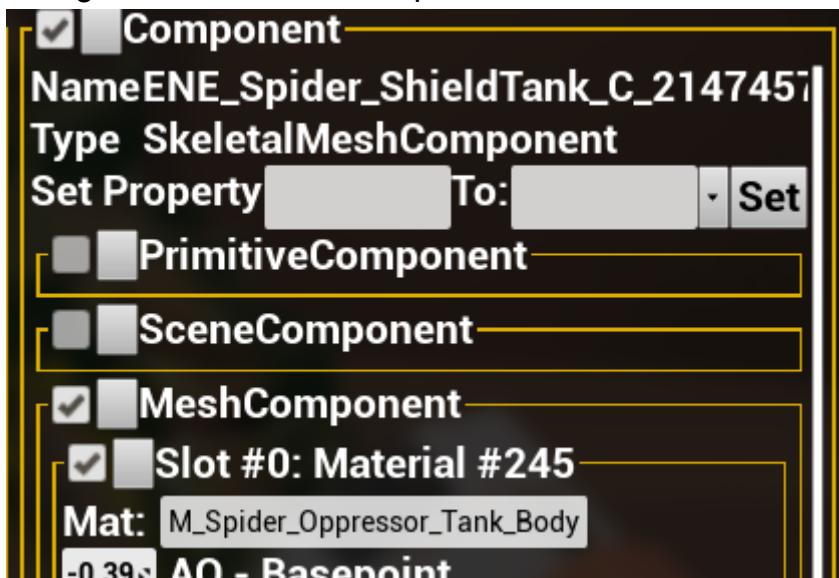
2. Now select the ENE of your enemy



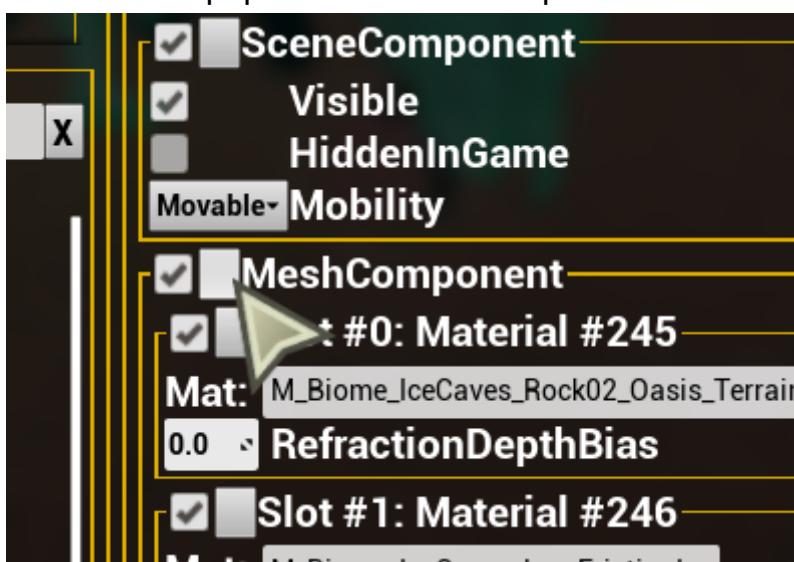
3. Select one of the meshes of the enemy



4. Navigate to one of the components



5. Click here to pop out the mesh component



6. Scroll through the material list to find the correct material. You'll see the material update in real time for the enemy.

MeshComponent

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Slot #0: Material #245

Mat: M_Biome_IceCaves_Rock02_Oasis

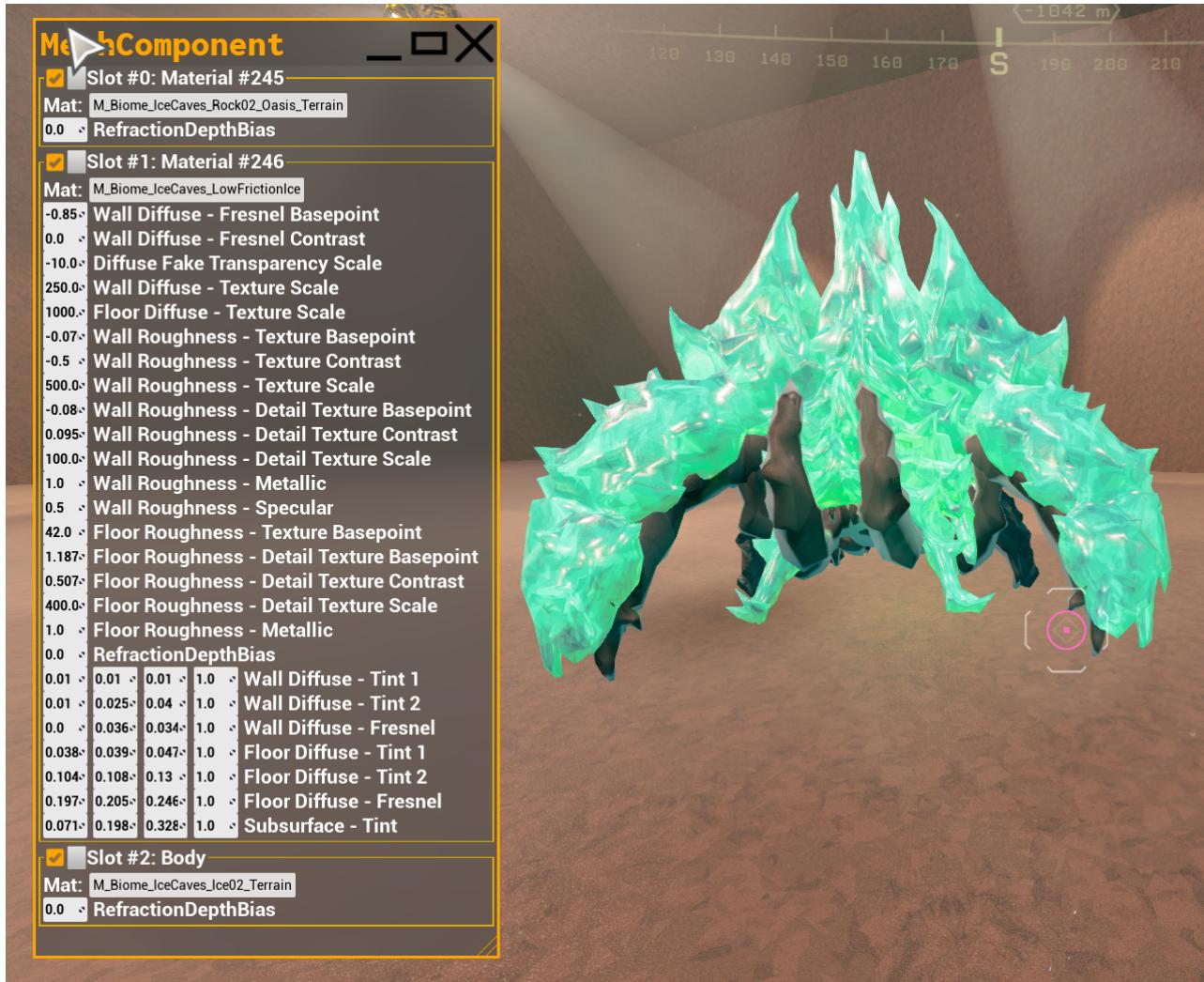
0.675 M_Biome_IceCaves_Rock01
-0.24 M_P_Snow01
250.0 M_Biome_IceCaves_Ice01
0.0 M_Plague_Webbing_Vines
0.0 M_HairColor_Purple02
-0.24 M_HairColor_Purple01
50.0 M_HairColor_Grey03
0.25 M_HairColor_Blonde01
0.25 M_HairColor_Brown03
0.0 M_HairColor_Brown02
0.0 M_HairColor_Brown01
0.0 M_HairColor_Green03
0.015 M_HairColor_Green02
0.015 M_HairColor_Green01
0.054 M_HairColor_Green00



0.0345 0.0685 1.0 FLOOR Diffuse - Fresnel

Slot #1: Material #246

7. Once you are happy with the materials, you can copy them down into an array.



- For instance: ["M_Biome_IceCaves_Rock02_Oasis_Terrain",
"M_Biome_IceCaves_LowFrictionIce", "M_Biome_IceCaves_Ice02_Terrain"]
- Now set up the materials control for your descriptor:

```
{  
  "Enemies": {  
    "ED_Spider_ShieldTank": {  
      "Materials": ["M_Biome_IceCaves_Rock02_Oasis_Terrain",  
                    "M_Biome_IceCaves_LowFrictionIce",  
                    "M_Biome_IceCaves_Ice02_Terrain"]  
    }  
  }  
}
```

