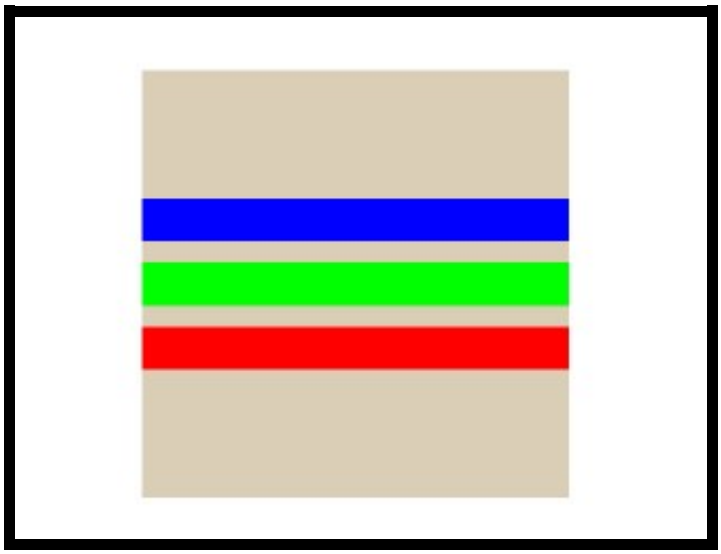
hrdstrp.itx

Type : Color, Reflect, Filter.



This texture applies Stripes to an object. The idea is for adding like racing stripes, etc. The requester has room for three stripes. The texture, if applied to a plane, needs the Z axis coming out of the surface.
Note: You can get some hint about how the stripes will be applied by looking at the texture's axis (use Edit Axis). The bounding box is approximately the height of the three stripes that are defaults in this texture (the axis size doesn't change when you change the stripe sizes nor vice versa).

REQUESTER TABS

- ***Color***
  - ♦ Stripe 1, 2, and 3 Colors: Each of the three stripes then gets it's own color settings. Any of these can be set to −1 to turn the stripe off.
  - ♦ Stripe Reflect/Filter: Finally, all three stripes share reflect and transparency (filter) values.
- ***Size***
  - ♦ Stripe 1 and 2 Spacing and Width: The width of, and space between, each stripe is set with the 5 parameters in the requester.