Nice work --!   It's always refreshing to see someone actually do something original and give it out so the community in the whole can use it.i've been exploring some other texture settings that have been bothering me also -- simply put - some meshes have more than one material assigned to them (not textures - though you can do that) - and talking with Dante - we may have a fix that will allow it in RenX (now only gmax allows multiple-materials)Keep up the good work! I look foward to your tutorial.