Subject: Material Library
Posted by Sir Phoenixx on Sat, 03 May 2003 23:49:34 GMT
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Go to the Material Editor and:
1)   Begin by select a new material in the sample slot.
2)   Under Basic Parameters, click the blank box next to Diffuse. The Material/Map Browser will

the bottom.
3)   An open dialog box will automatically appear. Navigate to the jpeg you downloaded and open it.

large box that has the path to your image under Bitmap parameters. To go back to your material, click the up arrow button on the toolbar.

Now open up the Material/Map browser/navigator and drag and drop the bitmap sample square thingie from the Editor into the Browser window.

This should do it...