

Textures

CX 7/7.5 - Custom textures - How do I get my custom textures to show up in the Resource palette?

Due to changes in the Mac OS beginning with the 10.7 (Lion) operating system, the location of custom and default resources has changed from previous versions of Design 3D CX.

Custom resources include resource libraries (textures, shapes, etc.); render and texture previews; render settings, model templates, keyboard shortcuts and scripts.

Mac OS 10.5.8 and higher:

User-specific: (Your user account)/Library/Application Support/Corastar Inc./Strata Design 3D CX 7/.

Inside this folder you will find the Resource Libraries folder, where custom resources are stored. You can create custom folders for your own resources, for example "My Textures," which will appear in the Resources palette when you relaunch Design 3D CX.

To create a custom folder, simply create a new folder and place it inside the appropriate Resource folder. You can then save custom resources to your new folder.

Because this is a little hard to find, we have added a command: **Edit menu > Show Resource Folder in Finder.**

This command can help you locate your custom resources, especially in Mac OS 10.7 (Lion) and later, where the user library folder is **hidden**.

Default resources that ship with Design 3D CX 7 reside inside the application package, and altering or moving them is not recommended.

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