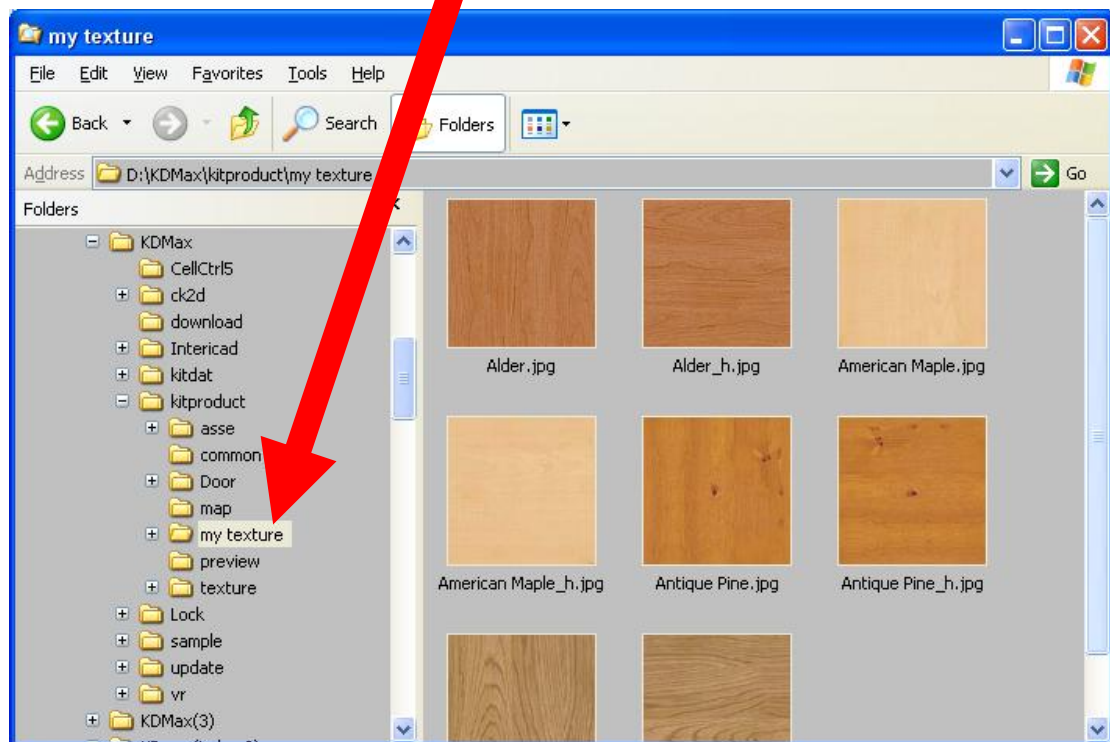
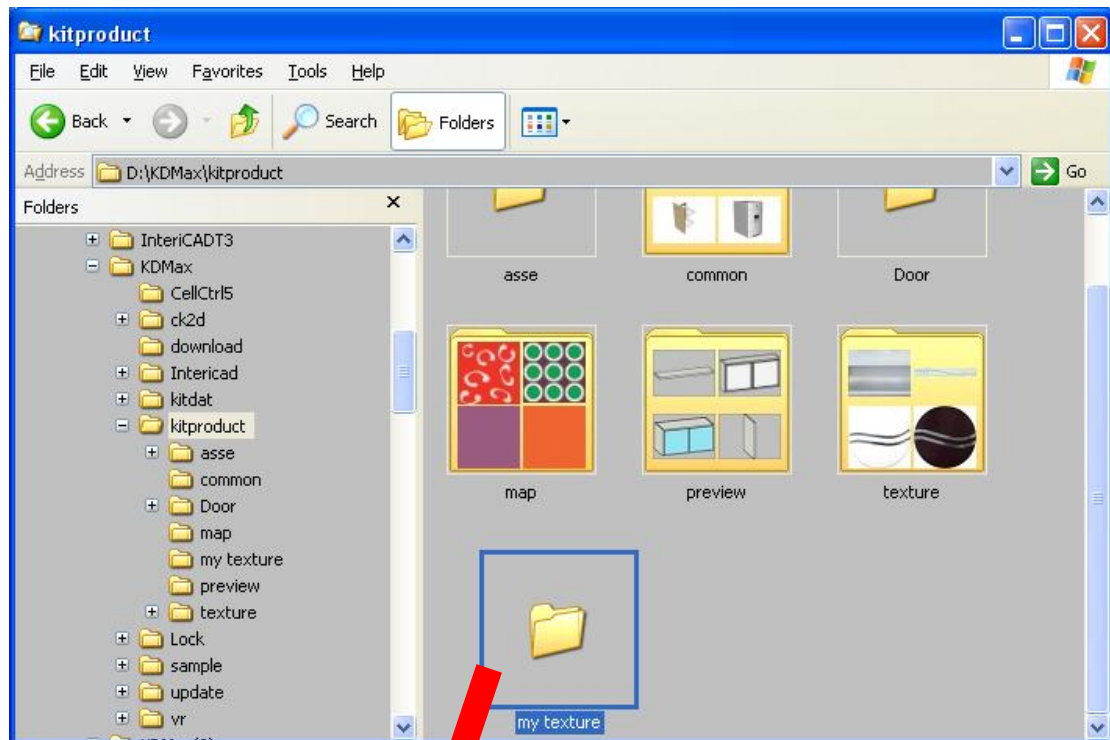
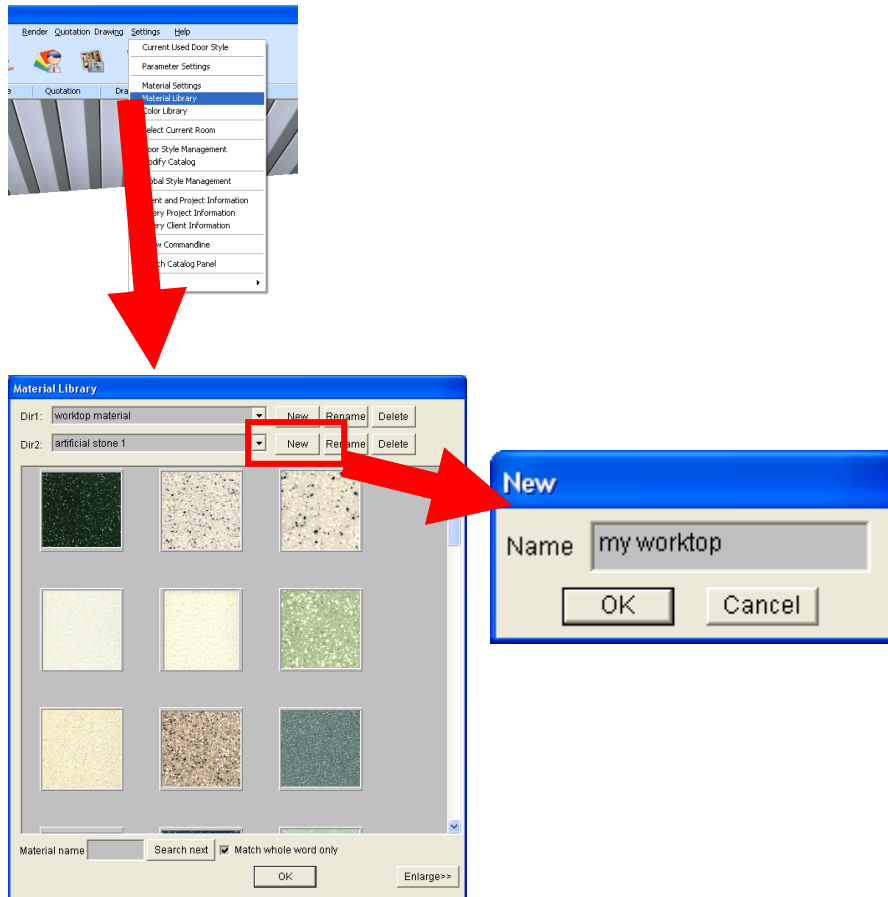


## How to add my textures?

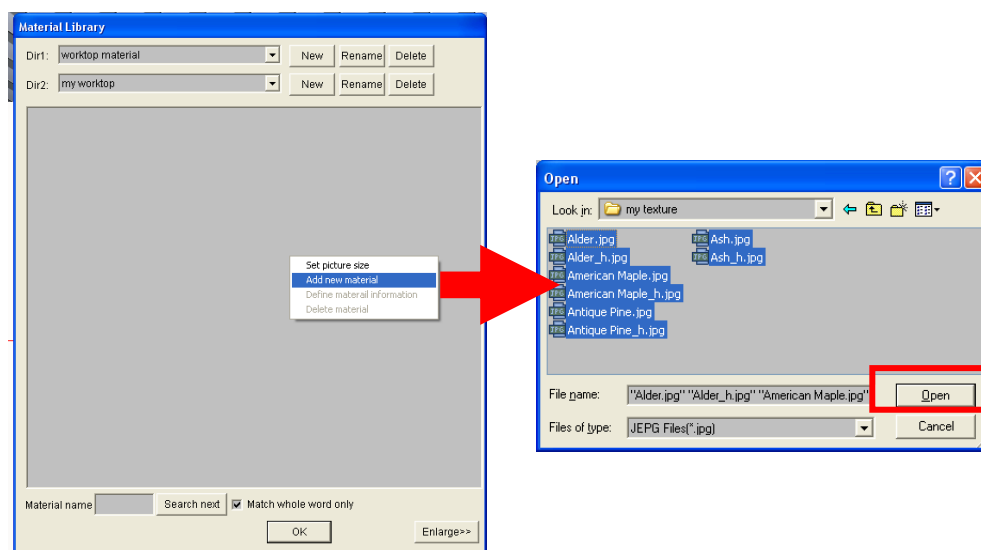
1. Prepare pictures of your textures, and then put them into a folder. The folder must be under “\KDmax\Kitproduct” . Please see images below.

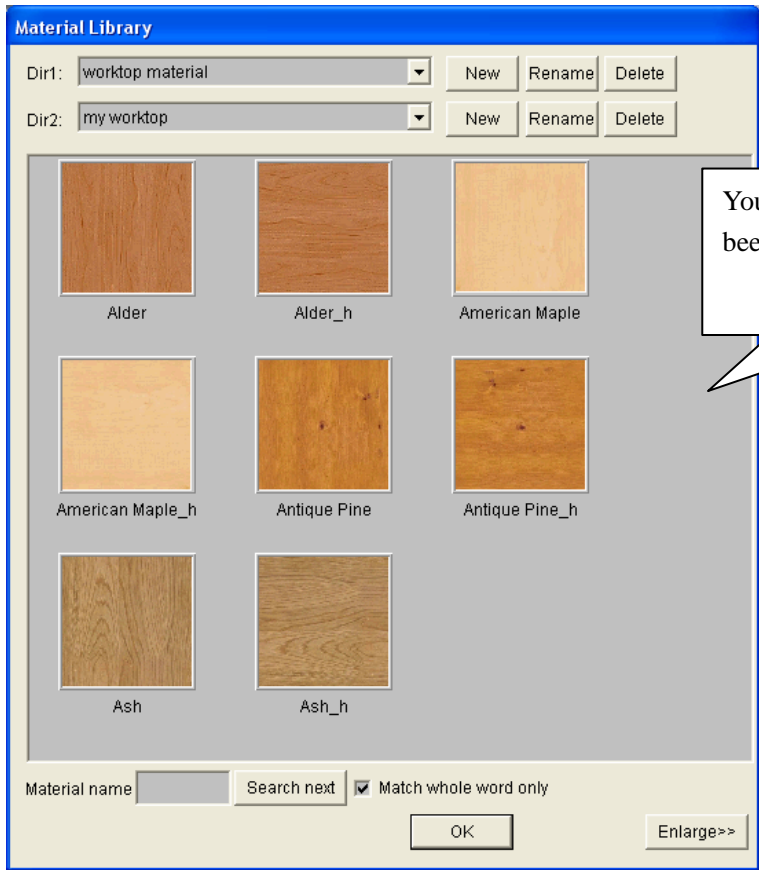


2. Run command in menu “Setting→Material Library”, and then new a group for your textures. Please notice that, for textures, species of which have already been in Material Library, you must put your textures under Dir1 of that species. Worktop is an example.



3. Right click in the blank area, and then choose “Add new material”. Find and select the pictures you prepare in the “Open” dialog box. Click OK.





You can see the pictures have been added into the library.

### How to backup my textures?

If you want to backup textures added by yourself, you only need to backup the folder includes the pictures, and the file “.\KDmax\kitdat\material.mdb”. If you want to restore them to a new installation of KDmax, you only need to copy them back to where you took them from.

