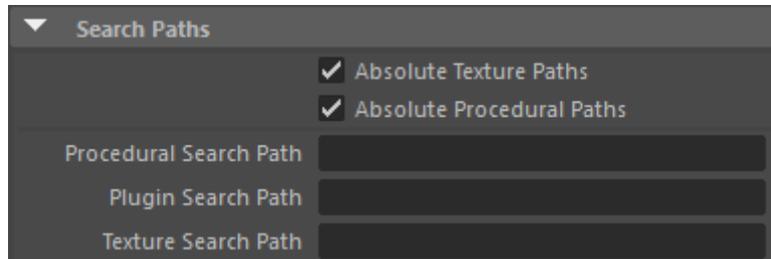


Search Path

These settings specify the search paths used by MtoA to find plug-ins, procedurals, shaders, and textures.



i You can use a colon (:) as a separator (works with Windows, Linux and OSX). For example:
`texture_searchpath "C:/tmp:[MY_TEXTURE_PATH2]:C:/Users/Documents/maya/projects/Support/sourceimages:[MY_TEXTURE_PATH1]"`
`texture_searchpath "[MY_TEXTURE_PATH1]:[MY_TEXTURE_PATH2]:C:/Users/Documents/maya/projects/Support/sourceimages:C:/tmp"`

Absolute Texture Paths

To export relative paths, clear this checkbox, and put the first part of the absolute path in the *Texture Search Path*.

For example, if this is the absolute texture path:

```
C:\Users\Documents\ProjectDoom\textures\Texture.jpg
```

then if you put **C:\Users\Documents\ProjectDoom** in the *Texture Search Path* and clear *Absolute Texture Paths*, then this relative path is exported:

```
textures\Texture.jpg
```

i If you select a texture using the file browser it will work both with absolute texture paths enabled and disabled. However, if you manually edit the text field it will fail, unless you put the image in the sourceimages folder (which is the expected behavior).

Absolute Procedural Paths

To export relative paths for procedurals that load ass files, clear this checkbox, and put the first part of the absolute path in the *Procedural Search Path*.

For example, if this is the absolute path:

```
C:\Users\Documents\ProjectDoom\ass\prop.ass
```

then if you put **C:\Users\Documents\ProjectDoom** in the Procedural Search Path and clear Absolute Procedural Paths, then this relative path is exported:

```
ass\prop.ass
```

Procedural Search Paths

Defines a location to search for procedural nodes that load ass files (or obj or ply files).

It is possible to change the pathname of a procedural outside of the main project. MtoA will search for the ass file in both the file path of the stand-in as well as in the path set by the 'Procedural Search Path'. For example, if an ass file is saved in a folder in C:/temp/ass it will also search the subfolders for the ass file.

Plugin Search Path

Defines a location to search for plugins such as shaders, procedural plugins that create new node types, and volume plugins.

For example, if you load ass files from a different plugin, you may need to set the *plugin_searchpath* to load plugin-specific shaders (such as *mtoa_shaders*).

Texture Search Path

Defines a location to search for textures.