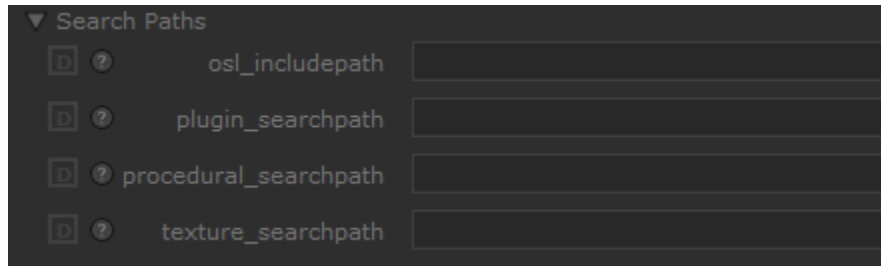# Search Paths

OSL Include Path

Allows additional include search paths to be provided to OSL when compiling shaders. This option is a single string that can contain multiple search paths separated by a colon (:) or a semi-colon (;).

Plugin 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*).

Procedural Path

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

Texture Path

Defines a location to search for textures.