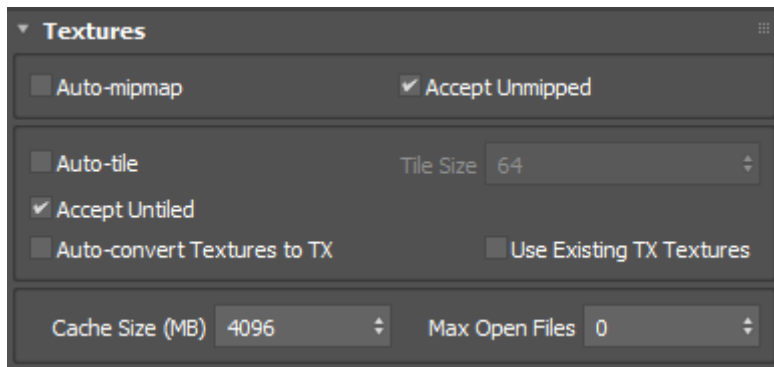


Textures (settings)

The Textures group of controls let you specify how to handle texture files in MAXtoA.



Auto-mipmap

Automatically generates mipmapped TX textures.

Accept Unmipped

High-resolution unmipped texture maps are very inefficient to render because the highest resolution level must be loaded into memory regardless of the distance rather than a lower resolution level. When this flag is disabled, any attempt at loading an unmipped file will produce an error and abort the renderer.

Auto-tilde

If a texture map file is stored in scanline mode (e.g. a JPEG file), enabling this option will trigger the generation of tiles on demand. The output will be stored in memory and put in the global texture cache. This process increases render time, especially for scenes with many high-resolution textures. To avoid this performance slowdown, it is recommended to use texture file formats that natively support tile mode (such as TIFF and EXR). You can create tile textures with the [maketx](#) utility.

Tile Size

This is the size of the tiles when using auto-tiling. Bigger values mean less frequent texture loads but use more memory.

Accept Untiled

If a texture map file is not natively mip-mapped, the render will give an error unless this option is checked.

Auto-convert Textures to TX

Automatically generates tiled and mipmapped TX textures.

Use Existing TX Textures

Allows you to use texture formats like .exr or .jpg in the plug-in, but .tx textures for rendering. When *Use Existing .tx Textures* is enabled, the plug-in checks for .tx versions of the textures referenced in the scene and exports them to Arnold. For example, if a file node references a .jpg, then the plug-in will check for a .tx version of that file. If the plug-in finds a .tx version, it exports the .tx file name to Arnold instead of the .jpg.

The .tx file must be located in the same directory as the requested source texture and have the same name with the exception of the file extension. For instance, if "foo/bar/floor.png" is requested and "foo/bar/floor.tx" exists then "floor.tx" will be used. Arnold will ignore any requested colorspace conversions when the .tx file is used since it assumes the .tx will have the colorspace transform baked in.

Cache Size (MB)

The maximum amount of memory to be used for texture caching.

Max Open Files

The maximum number of files that the texture system keeps open at any given time to avoid excessive closing and re-opening of files when caching individual texture tiles. Increasing this number may result in slightly better texture caching performance. On the other hand, if this value is higher than the maximum number of concurrently open files supported by the operating system (e.g. Linux vs Windows), some texture lookups may fail and return red. This is set by default to 0, which means that the maximum number of texture files that can be simultaneously opened is automatically computed by Arnold using a heuristic that tries to guess what the optimal number would be for each particular machine. We expect that the majority of users will be able to leave this at 0 and get the best performance.