

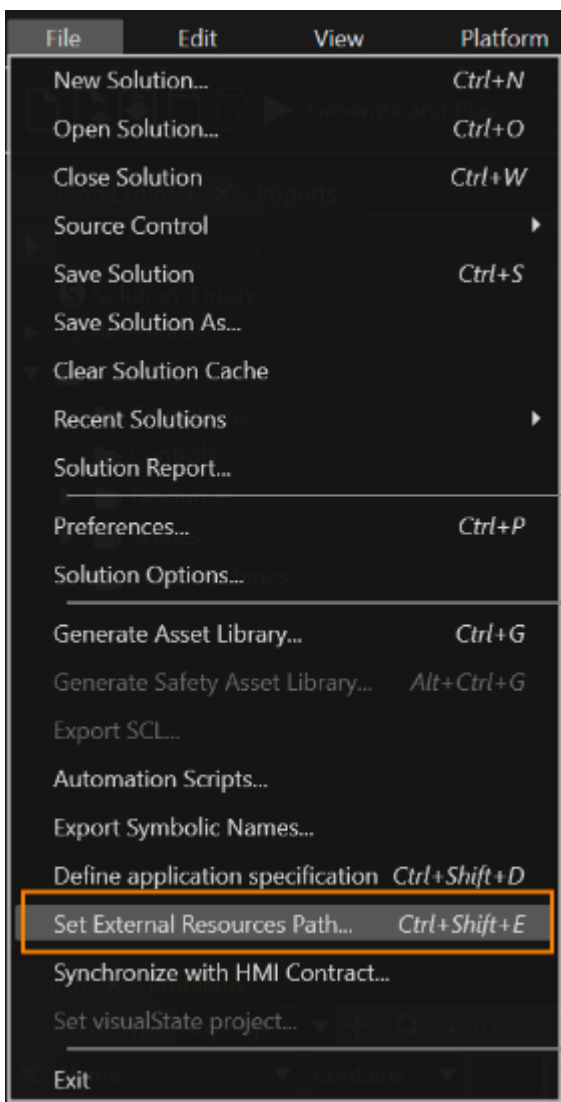
Referencing external resource

External resources can be referenced and drawn on the scene editor. This feature is only available when launching Scene Composer on the Android platform.

Resource Reference Menu

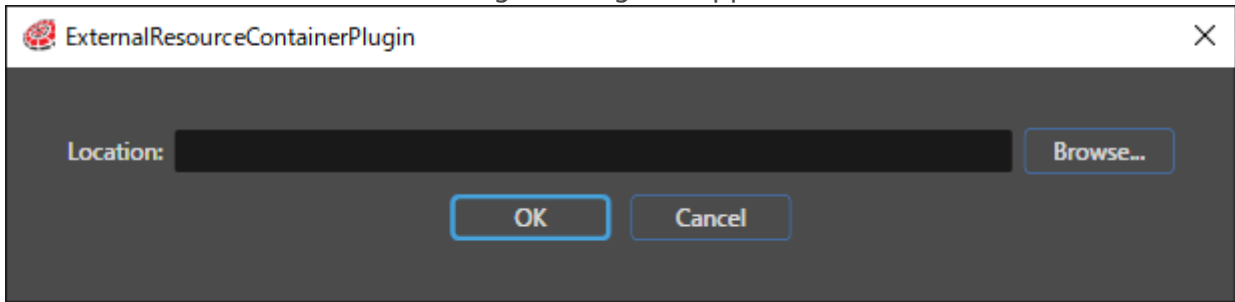
[Set External Resource Path...] in the menu bar under [File] to browse external resources. This menu is grayed out and not selectable for Scene Composer on non-Android platforms.

Referable external resource file formats are *.bmp, *.jpg, *.jpeg, *.gif, *.tga, *.png, *.dds, *.hdr, and *.exr.



Basic Usage

1. Run Scene Composer and open a new or existing solution file.
2. From [File] menu in the menu bar, select [Set External Resource Path...].
3. The ExternalResourceContainerPlugin dialog will appear.



4. Click the [Browse...] button in the dialog to select the external resource folder to be referenced.
 - Select the Android Studio project folder.

The behaviors **Set External Bitmap**, **Check External Resource Change**, and **External Bitmap Provider** are used to display external resources. For details on each behavior and their usage, please refer to [this page](#).

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