

textureMaterialKind_t

The `textureMaterialKind_t` enum is part of the `idImage` class.

Definition

```
enum textureMaterialKind_t
{
    TMK_NONE = 0x0,
    TMK_ALBEDO = 0x1,
    TMK_SPECULAR = 0x2,
    TMK_NORMAL = 0x3,
    TMK_SMOOTHNESS = 0x4,
    TMK_COVER = 0x5,
    TMK_SSSMASK = 0x6,
    TMK_COLORMASK = 0x7,
    TMK_BLOOMMASK = 0x8,
    TMK_HEIGHTMAP = 0x9,
    TMK_DECALALBEDO = 0xA,
    TMK_DECALNORMAL = 0xB,
    TMK_DECALSPECULAR = 0xC,
    TMK_LIGHTPROJECT = 0xD,
    TMK_PARTICLE = 0xE,
    TMK_UNUSED_1 = 0xF,
    TMK_UNUSED_2 = 0x10,
    TMK_LIGHTMAP = 0x11,
    TMK_UI = 0x12,
    TMK_FONT = 0x13,
    TMK_LEGACY_FLASH_UI = 0x14,
    TMK_LIGHTMAP_DIRECTIONAL = 0x15,
    TMK_BLENDMASK = 0x16,
    TMK_COUNT = 0x17,
};
```

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