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,
};
```

Created 2021-09-10 18:23:10 PDT by SamPT
Updated 2021-09-10 18:28:45 PDT by SamPT