

Local Textures and Annotations

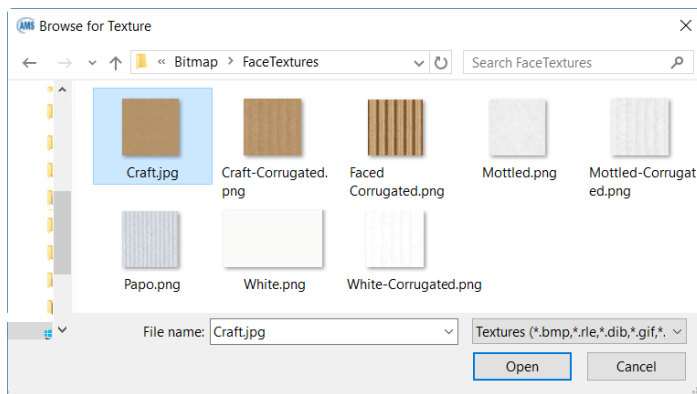
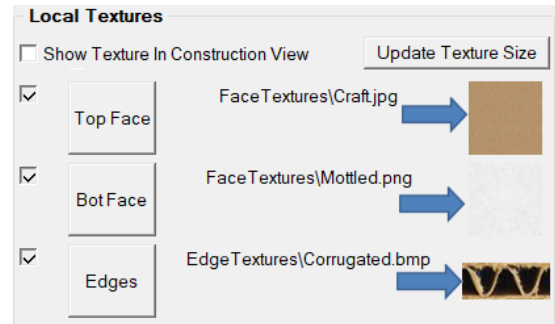
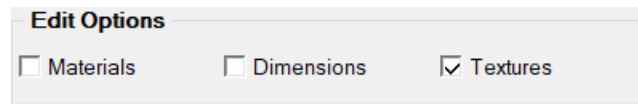
Textures

By ticking the Edit Options - Textures check box, the properties for the selected template will be displayed.

When a new Box&Display project is started, the texturing is set to **Local Mode**.

By default, at this stage these textures cannot be deselected. You can, however, click on the **three buttons** to the *right of the check boxes* to browse your computer for different textures, shown below. The **Texture Properties** (indicated with blue arrows on diagram) are the images for each of the faces.


To locate C:\...\Flexi3D\Bitmap just click on the buttons marked 'Top Face' or 'Bot Face' (Face Textures folder) or 'Edges' (Edge Textures folder).



If you have made changes to the size or construction of the selected item, the *texture may no longer fit the shape correctly*. If this happens click on the **Update Texture Size** button which will resize the texture canvas to the extents of the shape.

3D View will show you the result of texture changes.

To embed textures from Flexi into your project you must first send your design to Flexi from Box&Display to place in the Flexi design environment. See next page – Send to Flexi.

Once you have selected the **View in SAI Box Display**  option from the Flexi toolbar, the Local Textures check boxes will be activated for the faces that can be changed. You will be able to switch between **Local** and **Embedded** textures.

You can use the **Show Texture in the Construction View** checkbox to do things like tracing around an image for a flip-up cutout. For an example of use, refer to [Template Tutorial 205 Countertop Box and Flip Up](#).

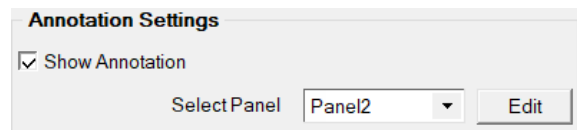
Texturing Modes

Box&Display has three texturing modes

1. Local Mode
 - Textures are located on your local drives i.e. not generated by Flexi.
2. Embedded Mode
 - Textures are provided by Flexi.
3. Local\Embedded
 - Textures are both located on the local drives and provided by Flexi.

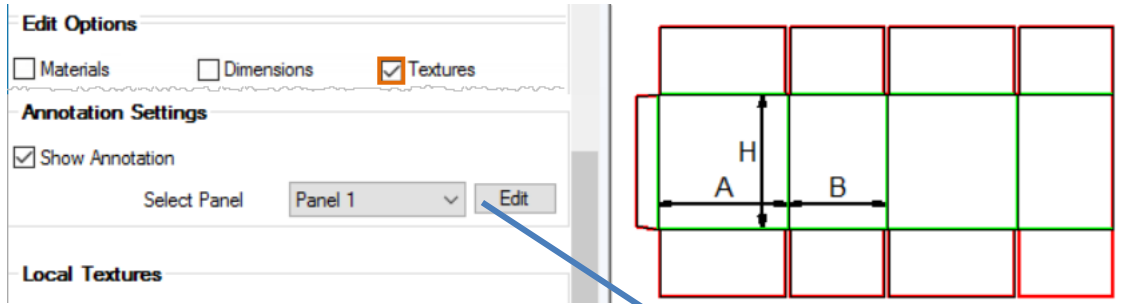
Annotation Settings

When in **2D View** and **Textures** selected for a template, the 'Show Annotation' checkbox allows all annotations to be turned on/off. Only available with Templates, this checkbox is located under the **Annotation Settings** as shown.



The **Edit** button opens the **Advanced Edit Properties** dialog allows changes to **Annotation Settings**.

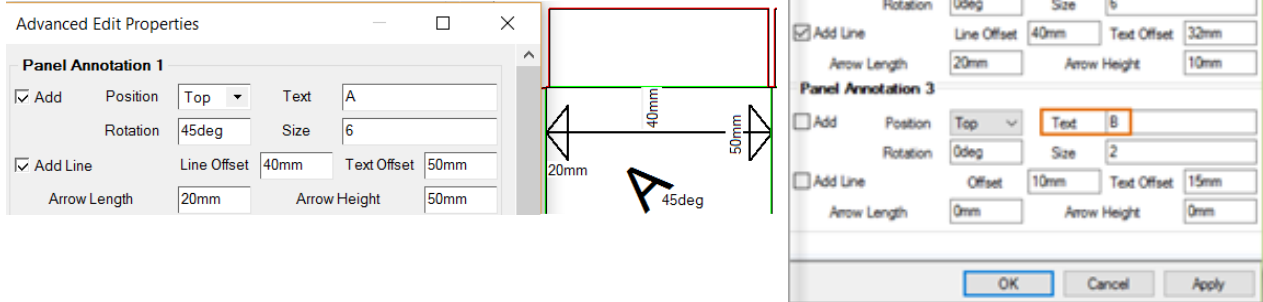
In the following example, the FEFCO 0205 template has annotations i.e. **A, H and B**. Panel selection is from Left to Right.



In the **Advanced Edit Properties** dialog make changes to position and look of annotations and arrows.

The diagram below shown changes to **Panel 1 – Annotation 1** i.e. to A and its line.

NB: B is on Panel Annotation 3 not ticked →



Box&Display