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As the original "read-me" file was lost, this one was written to give you some information about XTTextures.

- XTTextures is a freeware plug-in for Adobe Photoshop™ that Eric Wenger (KPT Bryce™ creator) wrote about two years ago. No bugs or problems have been encountered using XTTextures and it works with Photoshop 3.0, older versions and all applications compatible with the Adobe Photoshop™ plug-in format.
- From limited testing on a PowerMac, it seems to cause the ever-so-present No FPU installed error (on machines without Software FPU). No optimized PowerMac version has been mentioned, but perhaps if we plead....
- It seems to require a 68030 or above with a math-coprocessor, but it is recommended that you have a 68040.
- XTTextures creates 2D non repetitive textures.
- XTexture should appear in the other sub-menu in your Filters menu. If not, follow this trick (it works for all other filters) you can change the XTexture sub-menu assignation using ResEdit :

- 1) Open a copy of the plug-in with ResEdit
- 2) Open the 8BFM resource and note the ID number(s) of the sub-menu(s) your are interested to change
- 3) Open the PiMi resource and then select the resource(s) you noticed just before
- 4) Get the resource's information (Command - I)
- 5) In the field "name" write the name of the sub-menu you want your plug-in to appear in, or a new name if you want to create a new sub-menu (Photoshop will create it automatically)
- 6) Save the plug-in and quit ResEdit
- 7) Launch Photoshop and look at your new, clean Filter menu.

*Note*, if you cancel all references to a particular sub-menu, Photoshop will remove it automatically.

*For KPT Bryce™ fans* : look in the "about XTexture" window, you'll be very surprised, if this information is still valid.