



M = medium size/resolution 512x256 or 256x256 pixels  
S = small size/resolution 256x128 or 128x128 pixels

V= video size/resolution 640x480 pixels This is a Kudo Catalog of the Wraptures texture Catalog Reader. See above on how to install a

\*L= large size/resolution 1024x512 or 512x512 pixels (4x the medium image resolution) is available by ordering the full "WRAP\_E3D.VOL1" file.

BitDepth/Type Codes

1 = 32 bit

2 = 8 bit

B = bump map type

T = transparency map type

Using the base name from above, if you want to install the Kudo Catalog Reader, the following files:

SKN03-M1.BMP (medium res/size, 32-bit) "WINSTALL.EXE" file:

SKN03-M2.BMP (medium res/size, 8-bit) This is the installation file for the Kudo Catalog Reader. It is a

SKN03-MB.BMP (medium res/size, bump map) SKN03-MT.BMP (medium res/size, transparency map)

SKN03-S2.BMP (small res/size, 8-bit) "WIN\_KUDO" directory:

SKN03-SB.BMP (small res/size, bump map) This contains the support files used by the WIN\_KUDO

SKN03-V1.BMP (video res/size, 32-bit) Catalog Reader onto your own Hard-Drive. It is a

SKN03-V2.BMP (video res/size, 8-bit) Reader that allows you to launch the "WRAP\_E3D.VOL1" file.

The textures on this disc reside in category "SAMPLES" directory. The directory name is as

close to its user-friendly long name as possible while staying within the 8 character limit of the Windows naming convention. Sample category directories are One & Two, and V

"SKIN", "BRICK", "CONCRETE", and "ASTRO" for astronomy. You can see and access

all the category directories from the root level of the "CD-ROM" directories:

These are the category folders for the textures. Each category folder contains a

Within each category directory are the specific texture files. The texture category

directories hold the 5-7 different texture files for each texture category. Each

above. The names of the texture folders are again as long as possible but the

include the texture category number and are therefore shorter than the category

directory names. For example, inside the "CONCRETE" directory is the

"CONCRT-5" texture directory. Inside this directory are the texture files

files: "CON05-M1.BMP", "CON05-M2.BMP", "CON05-MB.BMP", and "CON05-MT.BMP"

described above.

## CD-ROM DIRECTORY

The following is a description of the files and folders on the CD-ROM.

WRAPTURE.E3D CD-ROM.

"WRAP\_E3D.TXT" file:

This is the file you are reading now. It gives a brief overview of the Wraptures and what

is on this disc.

design). You MUST send in your Extreme 3D reg

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