VAM Give an object a texture

First you need some Texture Graphic Files
Jpg and png files will work, i haven't tried any other formats
There are many websites that provide textures for free, just google for it

After you downloaded the textures, copy them into the Textures Folder in your Vam directory.

Virt-A-Mate > Prog > Custom > Atom > Cube > Textures

Now we create for this example a cube
Click on Open Add Atom Menu (1), select Shapes (2), select Cube (3), click Add Atom (4)
Make shure, Select Atom On Add is activated, it will automatically select the atom you add
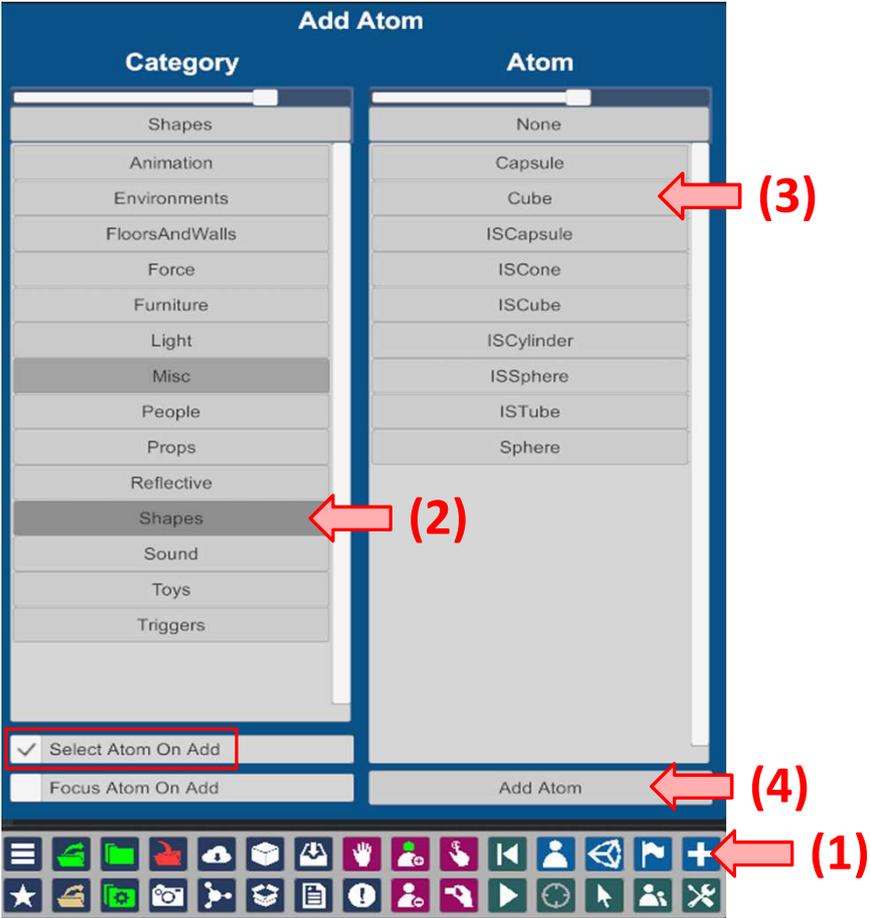
Now the cube looks like this

Add Atom

Category	Atom
Shapes	None
Animation	Capsule
Environments	Cube **(3)**
FloorsAndWalls	ISCapsule
Force	ISCone
Furniture	ISCube
Light	ISCylinder
Misc	ISSphere
People	ISTube
Props	Sphere
Reflective	
Shapes **(2)**	
Sound	
Toys	
Triggers	

✓ Select Atom On Add

Focus Atom On Add

Add Atom   **(4)**

(1)
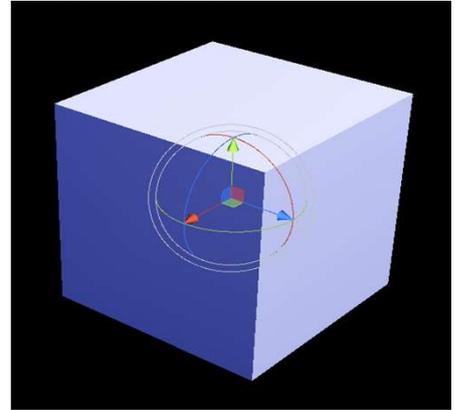
Then got to the Tab Material (1), select Textures (2) and click on Select (3)
(i) in case you couldnt find your texture folder, which I described above, you can open it here

All textures you copied into your texture Folder will now show up on the right side
Just choose the one you want to put on the cube
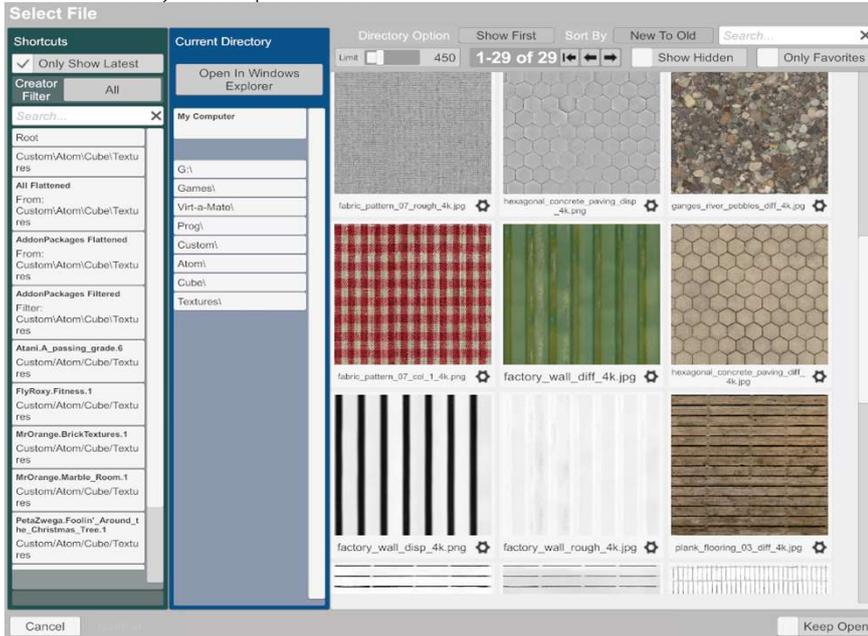
The cube now got the new texture