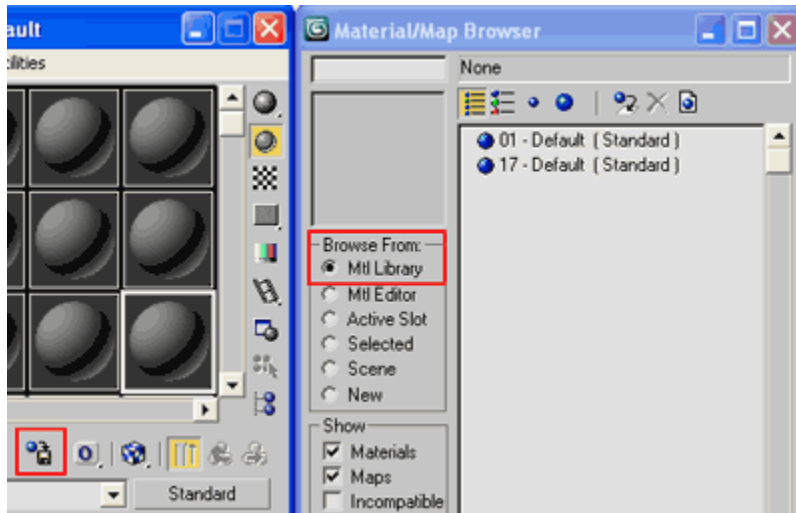
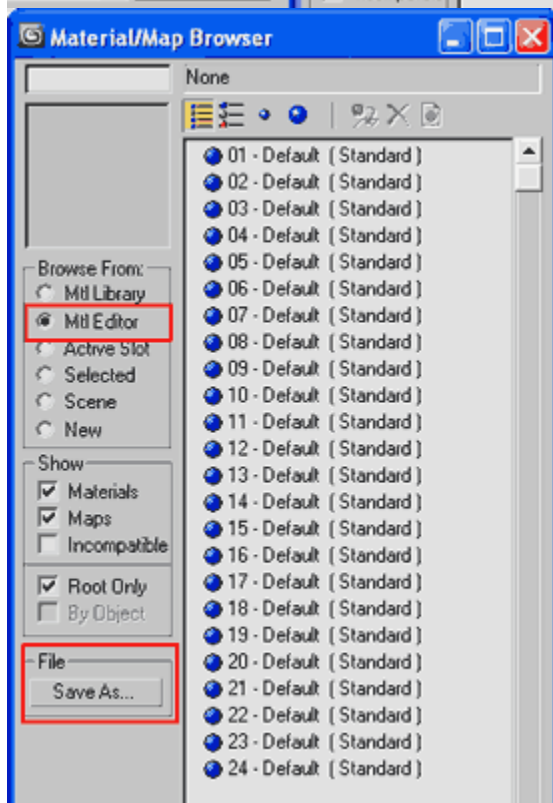


The "stupid" 24 slots limit for Material Editor (ME) in 3ds Max always sounded funny to me. Never mind. In the help (and base tutorial books) is explained in details why this limit is required and how to work with him as well. However, I will not try to change your work habits, right? I'll only scratch quickly how to organize the process using my script. So, first, instead of putting your materials (one by one) to the current Library...

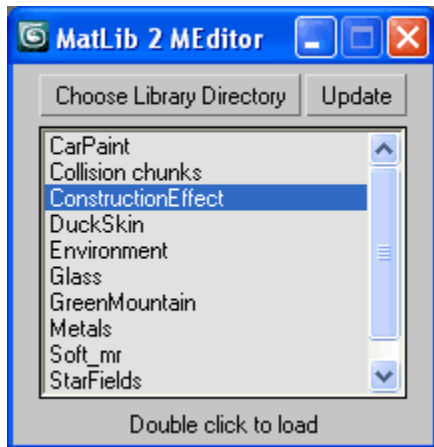


...you can backup all slots at once to Library (.mat file) by choosing "Mtl Library" option in the Material/Map Browser and press "Save As..." button (see next picture). It's simple, right?



Now you're ready to clean ME slots by choosing "Reset Material Editor Slots" from ME "Utilities" menu.

My simple script (ML2ME) just help to **load** them back to the ME in one (*double*) click.
That's all.



Best Regards

Anubis