Referencing external resource

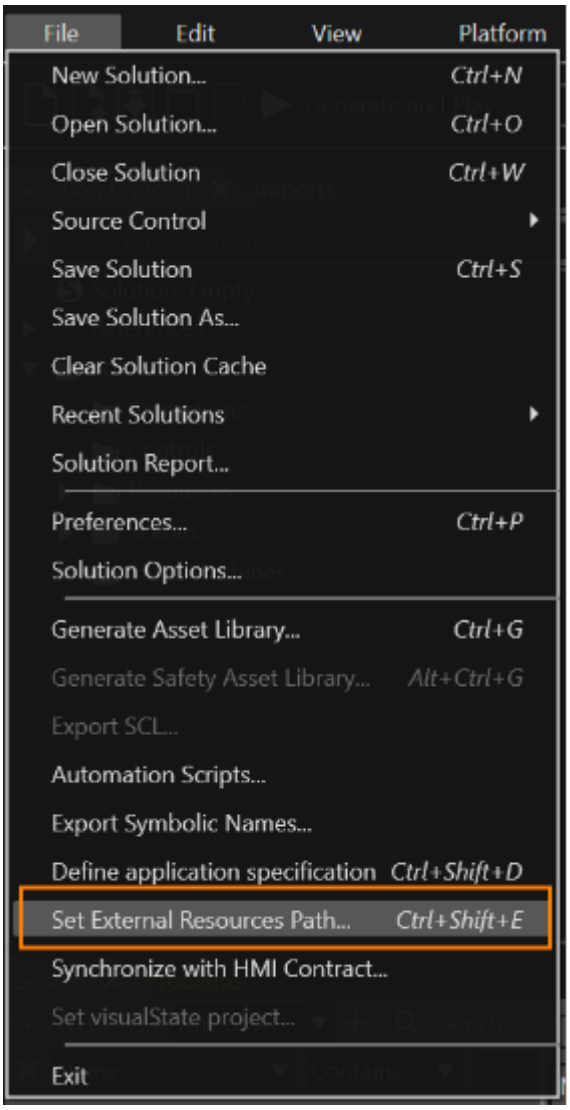
External resources can be referenced and drawn on the scene editor. The **File > Set External Resource Path...** menu described on this page is available only when Scene Composer is launched on the Android platform.

> External images can also be referenced without this menu. By specifying a relative path directly in the ExternalResourceId property of the **External Bitmap Provider** or **Set External Bitmap** behavior, external images (PNG/JPG) can be referenced and drawn on all platforms through the FileSystem resource manager. For details, see External Image Behaviour.

Resource Reference Menu

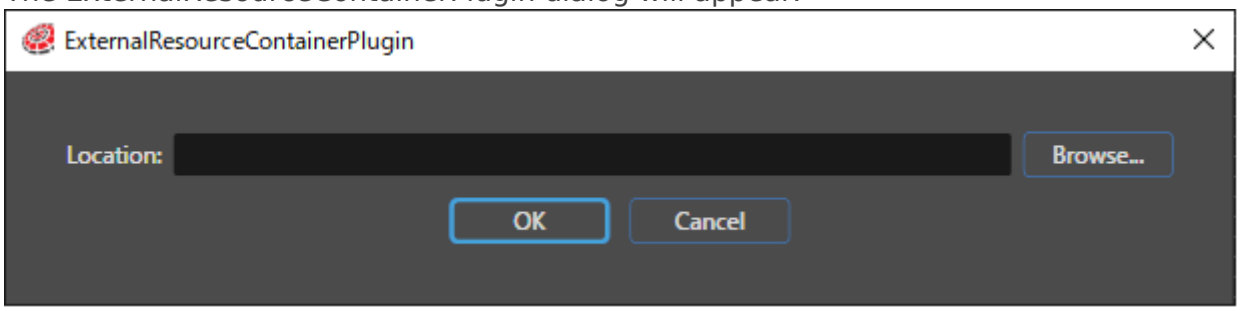
Use **Set External Resource Path...** in the menu bar under **File** to browse external resources. This menu is grayed out and not selectable for Scene Composer on non-Android platforms.

> Referable external resource file formats are *.bmp, *.jpg, *.jpeg, *.gif, *.tga, *.png, *.dds, *.hdr, and *.exr.



Basic Usage

1. Run Scene Composer and open a new or existing solution file.
2. From the **File** menu in the menu bar, select **Set External Resource Path...**.
3. The ExternalResourceContainerPlugin dialog will appear.



4. Click the **Browse...** button in the dialog to select the external resource folder to be referenced.
   - Select the Android Studio project folder.

> The behaviors **External Bitmap Provider**, **Set External Bitmap**, and **Check External Resource Change** are used to display external resources. These behaviors support both

the Android and FileSystem resource managers. For details on each behavior and its usage, see External Resource ; for referencing from the file system using relative paths, see External Image Behaviour.

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