

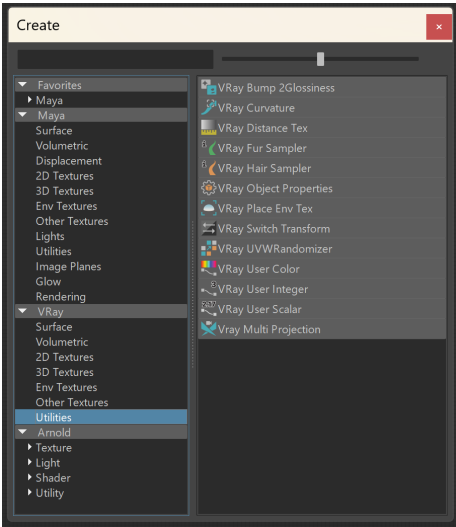
VRayUserInteger

This page provides information on the V-Ray User-defined Integer Map.

Overview

The VRayUserInteger texture allows the user to read and return a single integer value from the [User Attributes](#) of the currently shaded object as a result. This can be useful if the same material or texture is applied to several objects in the scene, but you want to control some of its properties with User-Defined properties.

UI Path: ||Hypershade|| > **Create panel** > **VRay** section > **Utilities** > **VRay User Integer**



Parameters

User attribute name – Specifies the name of the user attribute that is looked up and returned from this utility node.

Default value – Specifies the value to return if the user attribute is not found on the shaded object.

Required format for attribute value – Displays possible formats for the attribute in the V-Ray User Attributes string assigned to the object, and what is rendered as a result.

