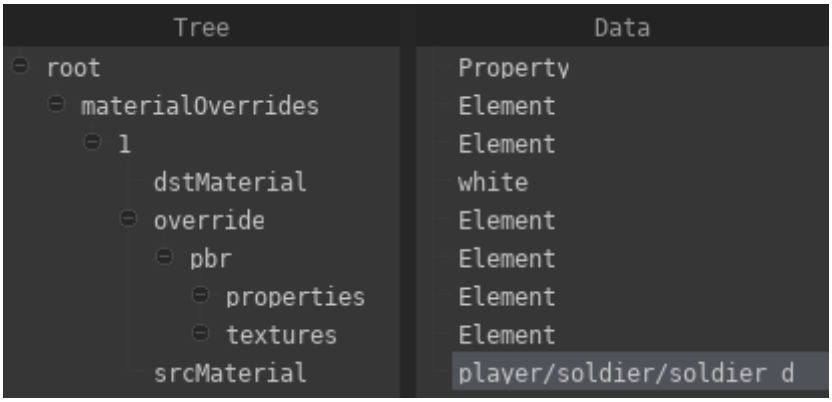
Material Overrides

Material overrides allow you to change the material (or material properties) for an individual actor, without having to change the material itself (which would affect all actors with the same model).

> Material override properties can currently not be animated.

To add a material override, go to the actor editor and select the `pfm_model` component of the actor, then click on `Edit materialOverrides`. This will take you to the UDM Editor window, where you have to set up the following data structure:



You can do so manually, or by copying the following code block to your clipboard, right-clicking the `root` item, and selecting `Paste from clipboard`:

```
"pfm_udm_copy"
{
	$array materialOverrides [element;1][
		{
			$string srcMaterial ""
			$string dstMaterial ""
			"override"
			{
				"pbr"
				{
					"properties"
					{

					}
```

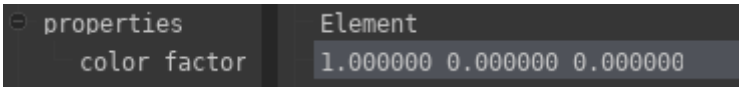
```
□□□□□"textures"
□□□□□{

□□□□□}
□□□□}
□□□}
□□}
□]
}
```

Now double-click the value for the `srcMaterial` property and enter the path and filename (without extension) of the material you want to override (e.g. enter `player/soldier/soldier_d`, if the material is `materials/player/soldier/soldier_d.pmat`).

If you want to override the material with another material, double-click the value for the `dstMaterial` property and enter the path of the replacement material.

You can also replace individual material properties and textures manually by adding them to the `properties` and `textures` sections. For instance, if you want to override the `color_factor` property, right-click `properties`, select `Add Property > vec3` and name the property `color_factor`. On the right side you can now double-click the value to edit it:



If you want to replace the albedo map, right-click `textures`, select `Add Property > string`, name the property `albedo_map` and input the texture you want to use as a replacement as the value.

> Make sure to press `Save` to apply the changes you have made, and save the project afterwards.

If you want to add more than one material override, follow these steps:

1. Right-click `materialOverrides` and choose `Add Item`.
2. Right-click the first item in `materialOverrides` and choose `Copy to clipboard`.
3. Right-click the second item in `materialOverrides` and choose `Paste from clipboard`.

You can repeat these steps for any number of additional overrides.

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