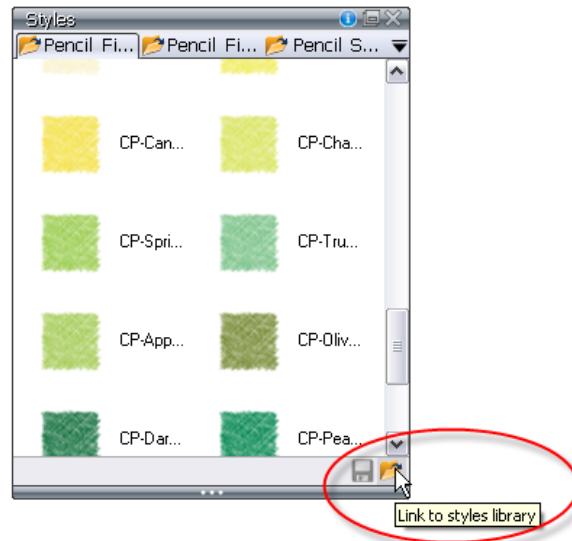


Working with Media Types

To properly install media types follow these steps:

1. After unzipping the file, copy the IRF file to a folder of your choice.
2. To use these media types in your own drawing, simply click the “Link to styles library” icon in the Styles palette and browse to the IRF file, select it and click “Open.”



3. After loading the IRF style library, the new textures/materials will appear as a new tab in your Style library.

Note: When posting files to share with others, be sure to include texture fills along with the IRF file in your zip file.

