

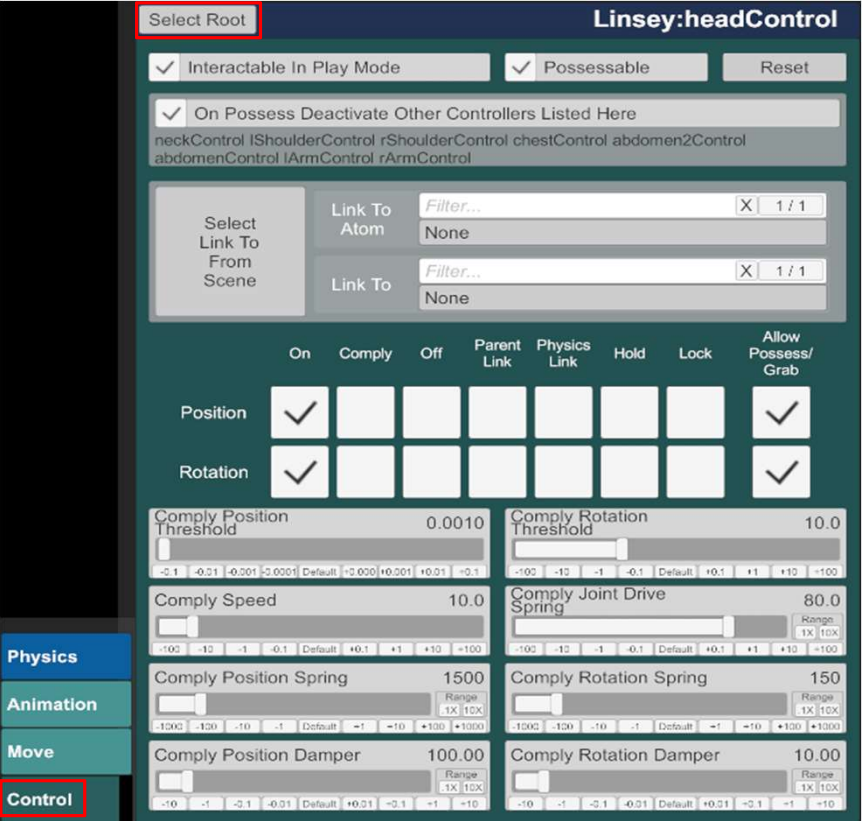
VAM Change Appearance with UI-Button

You can either use already existing appearances or you can create them first.

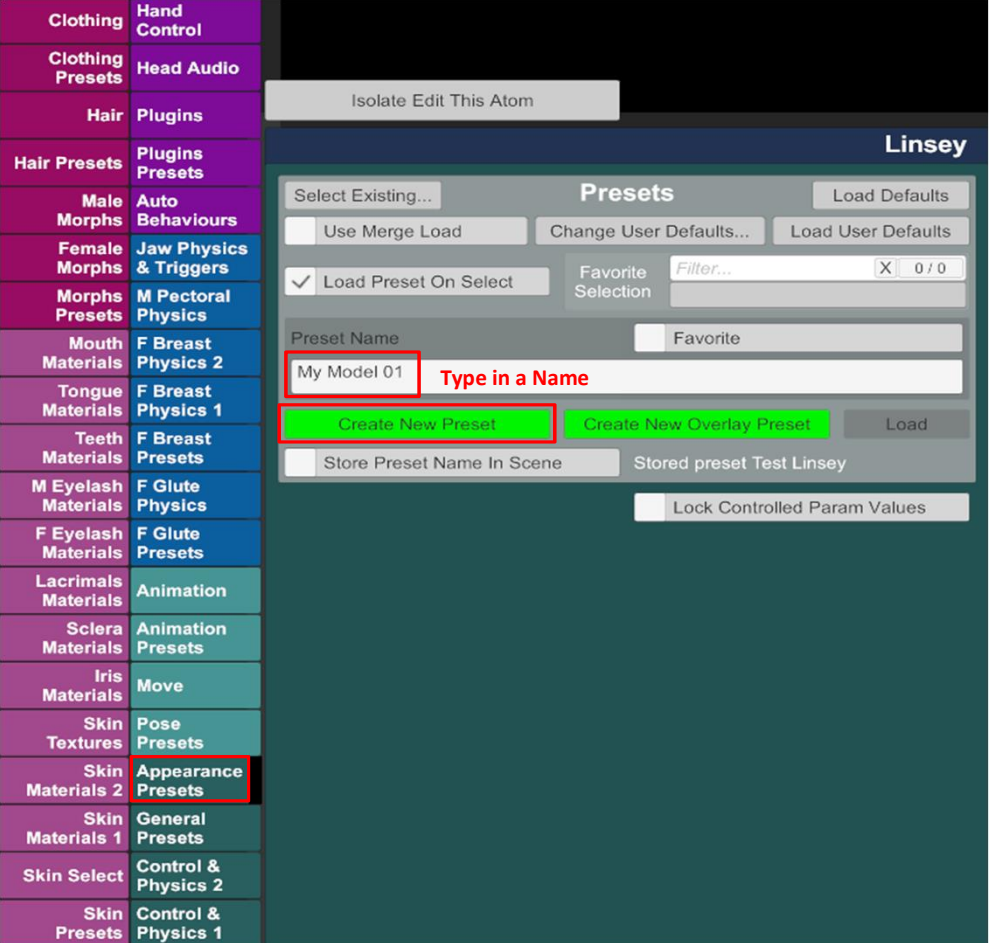
For creating a new one, open a Scene with the model you want to save as Appearance.

Then select the Model

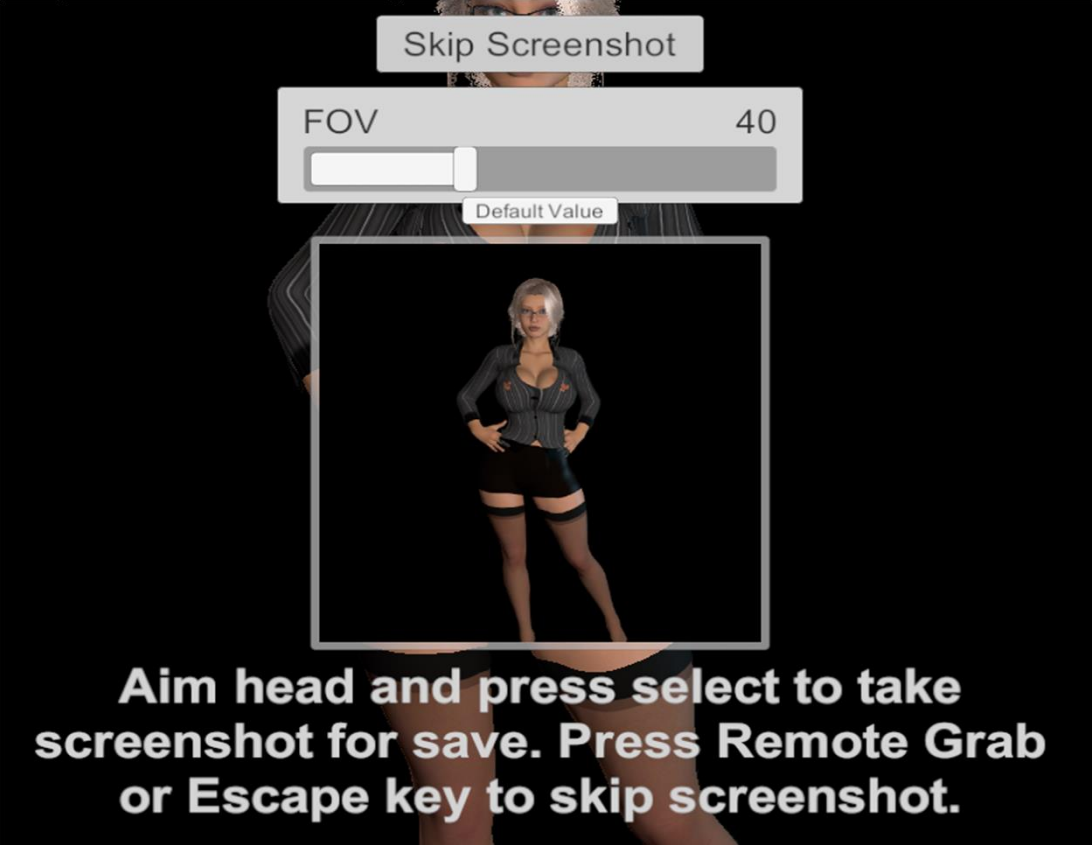
Make shure you are in the Control Tab, then click on select root



Now select the Tab Appearance Presets
Type in a Name for your Appearance preset
Then click on Create New Preset



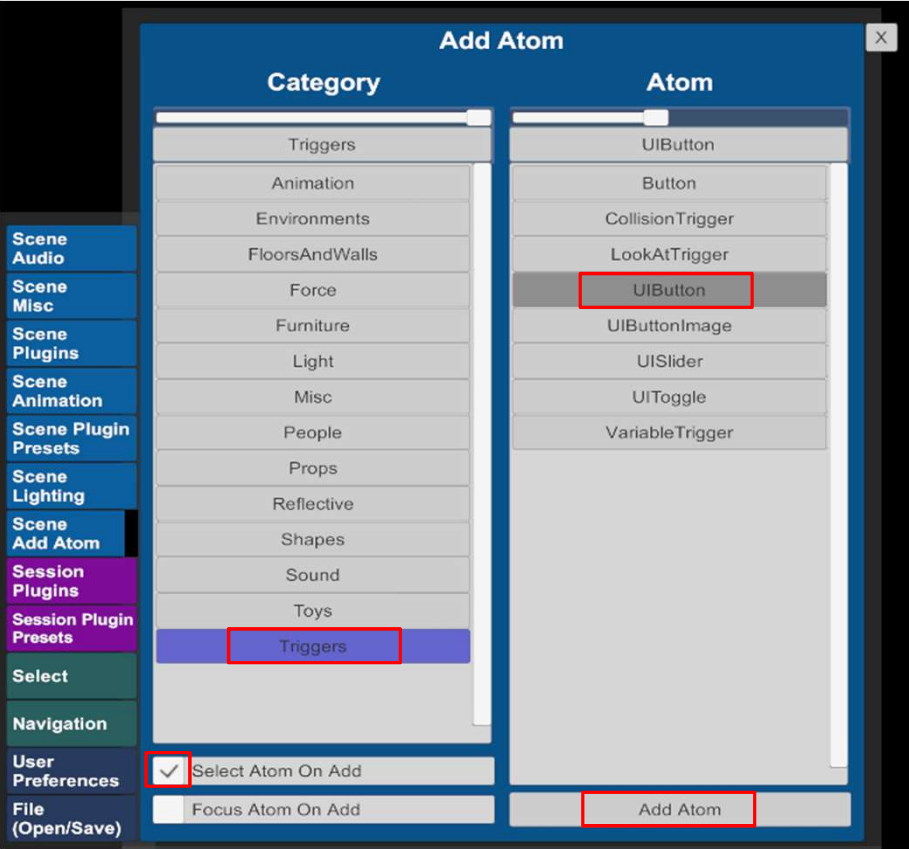
Take a good Screenshot from the Model, which will appear later in the Library



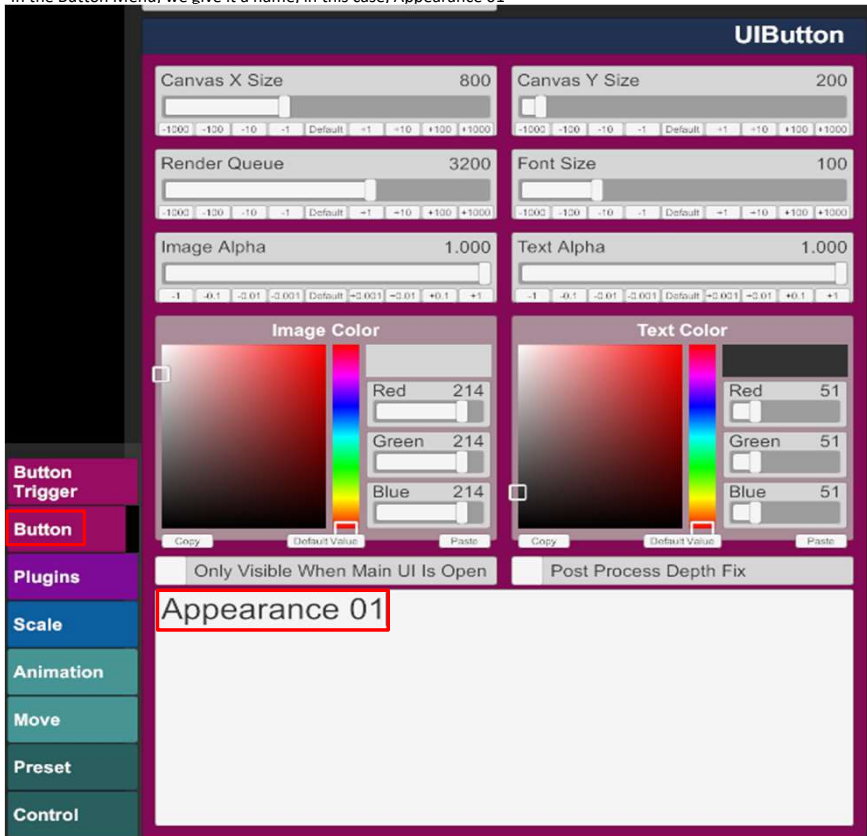
The Appearance Preset is now saved

Now we create a UI-Button
Go on Open Add Atom Menu 

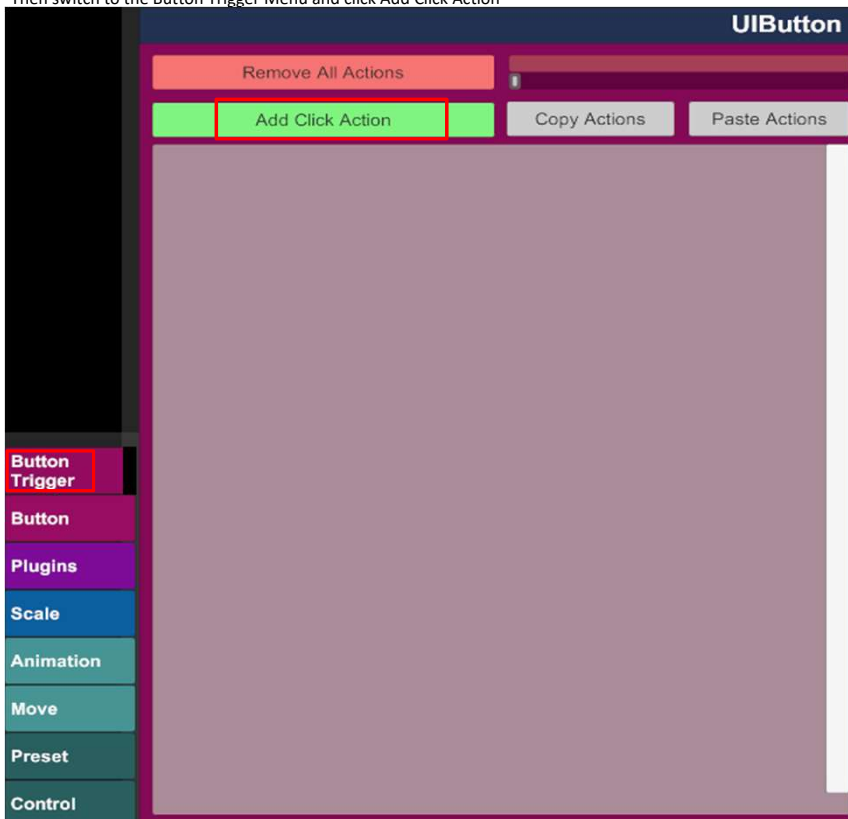
Chose Triggers, Click on UIButton
Make shure, Select Atom On Add is active, then click on Add Atom



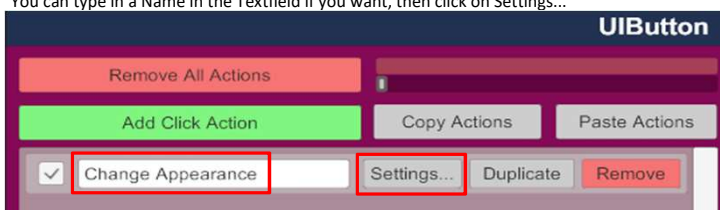
In the Button Menu, we give it a name, in this case, Appearance 01

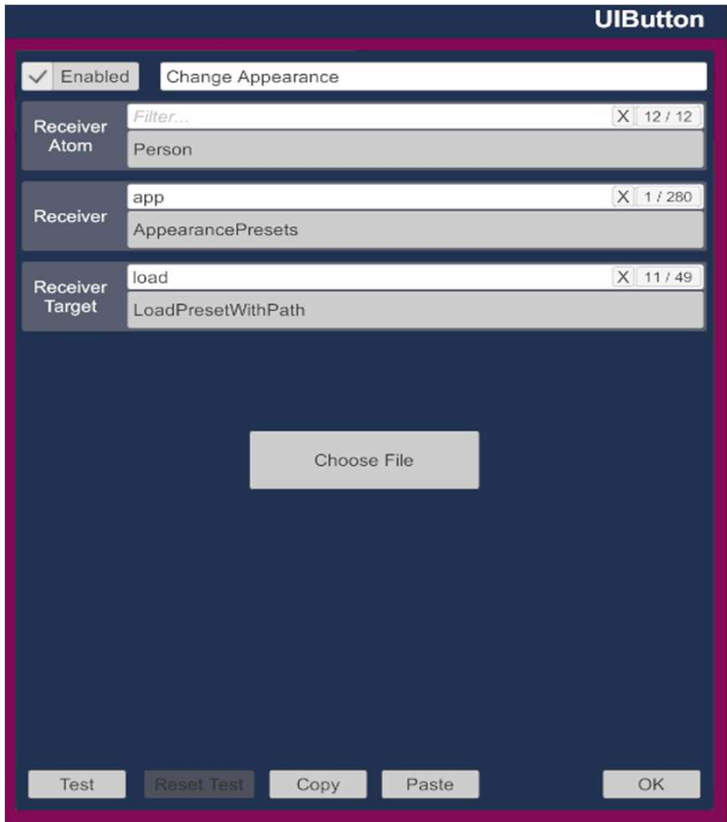


Then switch to the Button Trigger Menu and click Add Click Action



You can type in a Name in the Textfield if you want, then click on Settings...





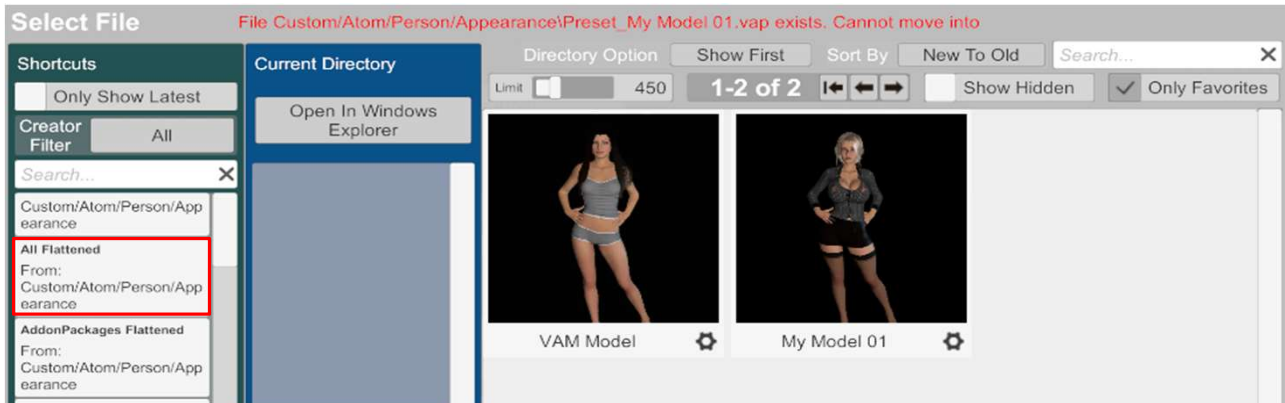
Under Receiver Atom, chose the Person you want to change

Under Receiver chose AppearancePresets

Under Receiver Target chose LoadPresetWithPath

Then Click on Choose File

Click on All Flattened, then click on the Model you want
If there ar a lot of models, you can search your model with the Textfield



In this case i chose the VAM Model, which i also have save before as a Appearance Preset

Then i created a second UI-Botten with the same Settings but used this time the second Model, My Model 01

Now the appearance changes by clicking on the corresponding button

