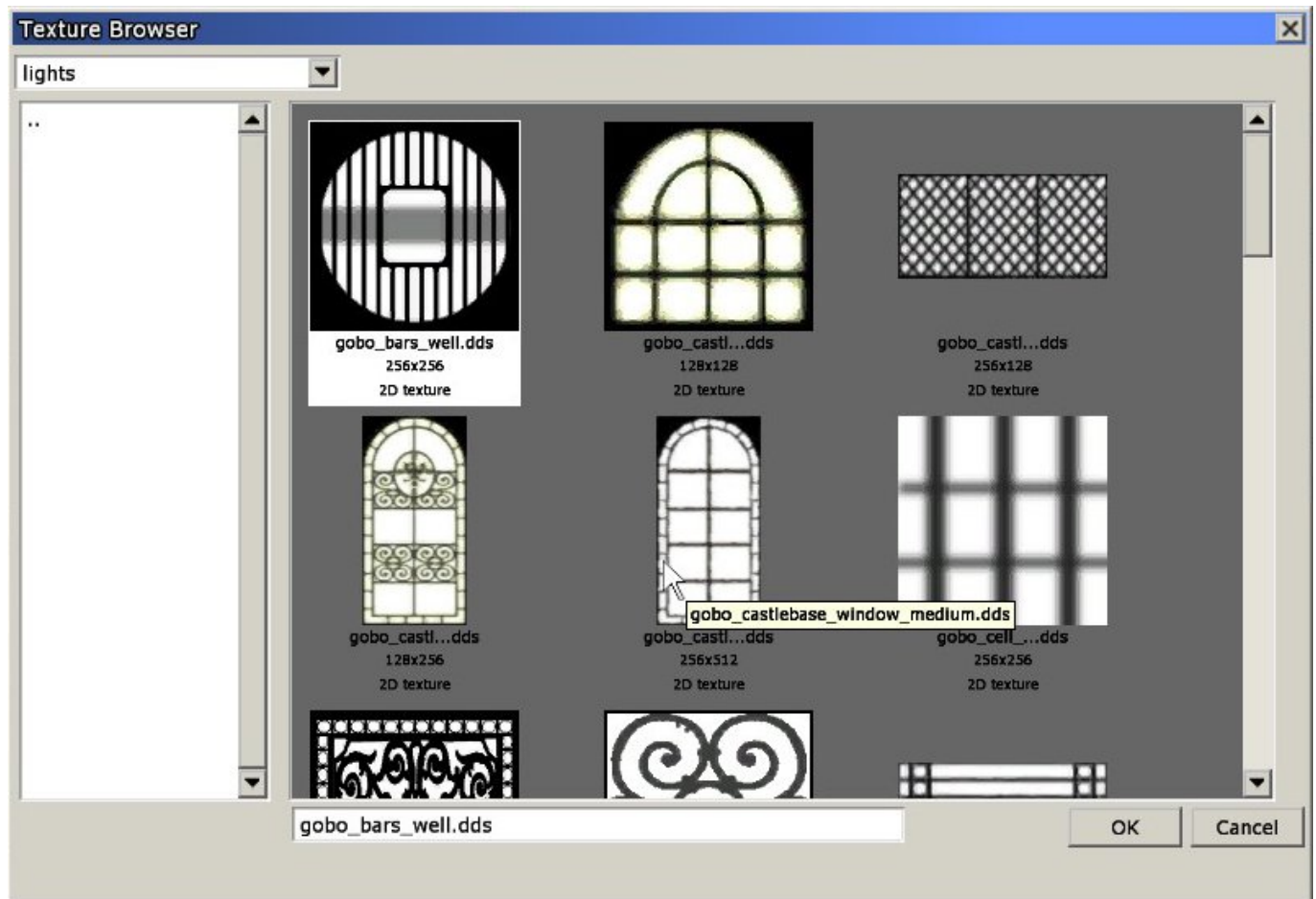# Texture Browser window

This window helps to select textures.

- **Full path input**: This input will display the current full path, will show each step in the path as a row in the open list. Clicking on a row will make the dialog navigate to that folder.
- **Directory Listing**
- **Graphic files display**: Here you will be able to see thumbnails for all graphic files in the current directory that meet the browsing criteria (1D, 2D, CubeMap…). If a file name is too long to be displayed here, one can see the full name by moving the mouse over it.
- **Load file name**: The name of the file to load.
- **OK** button: Will try to load the given file name and close.
- **Cancel** button: Will just close the dialog.