

# eTextureUsage

## Values

Enum Name	Integer Value	Description
eTextureUsage_Normal	0	
eTextureUsage_RenderTarget	1	
eTextureUsage_LastEnum	2	

## Remarks

Have some helpful descriptions to add to this class? Edit this page and add your insight to the Wiki!

From:

<https://wiki.frictionalgames.com/> - **Frictional Game Wiki**

Permanent link:

<https://wiki.frictionalgames.com/hpl3/community/scripting/classes/etextureusage>

Last update: **2015/11/05 12:34**

