

Adding custom textures/models

To use custom textures/models for a menu item you have to add it to your

- menu-settings.yml
- owned_tags_menu.yml
- Your category config
- Your tag config

We made it very simple just add bellow to any of the configs where you can specify a material/icon

```
Custom_Model_Data: MODEL_ID_HERE
```

Depending on how you are managing the models and textures you will have a model ID i recommend using a manager like

- [ItemsAdder](#)
- [Oraxen](#)

Both of those plugins should have a command to get the Model ID of the Model you want shown, you can of course use any model manager you like or use none thats all up to you.

Revision #3

Created 13 March 2023 17:41:07 by Dragon

Updated 12 July 2023 00:16:49 by Dragon