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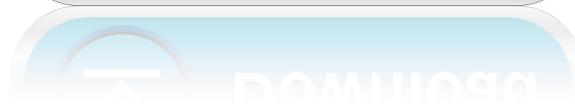
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37 Peel the file and run the.b9m3 in the modloader to extract the assets for it. Examples You can go to raymaterial2.com to download the material packs, and it includes source material as well. This would probably be a good idea if you want to edit the object and apply the material to it. There is a file that contains all the shaders that you can use, but I prefer to make my own with my own settings. Also, I found that I get some material flaws when I apply it to the meshes, but it's only a problem in my animations, so I only apply the shader in the time I'm working on the animation. I hope this was a helpful post to someone. If you have any ideas on how to improve the pack, feel free to leave a comment. I don't own anything, just sharing!Q: Search bar problems with arrays I'm working on a small app that calculates the age of students based on their years. When I type in the search bar and click "Search", the app crashes. If I type in a letter and click "Search" then it returns me nothing. Here is the code: import UIKit class ViewController: UIViewController, UITableViewDelegate { @IBOutlet weak var inputTableView: UITableView! var students = [Students]() override func viewDidLoad() { super.viewDidLoad() // Do any additional setup after loading the view. setupTable() students = Students.students inputTableView.reloadData() } override func didReceiveMemoryWarning() { super.didReceiveMemoryWarning() // Dispose of any resources that can be recreated. }

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