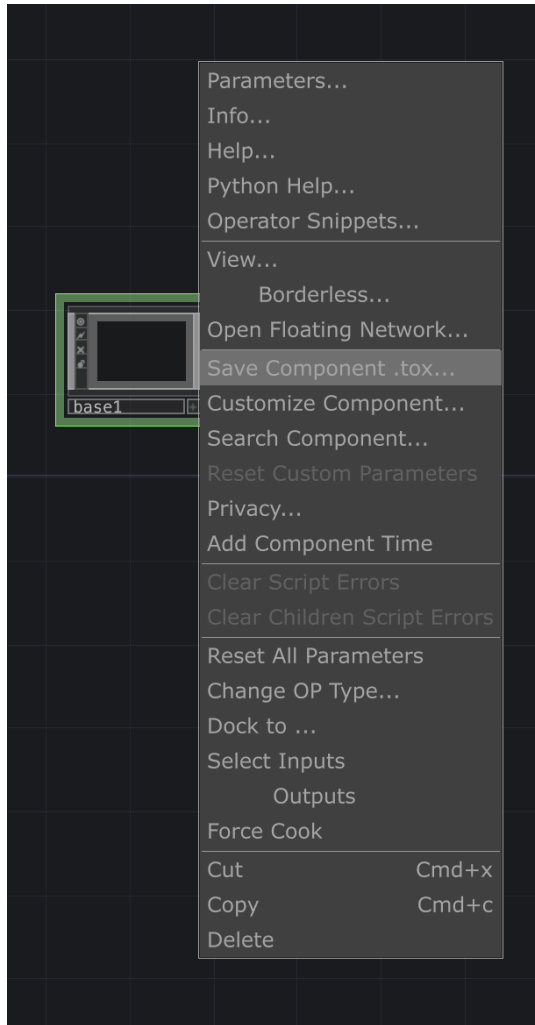


.Tox



A .tox file is a **TouchDesigner Component file**, used to save preset- components of your TouchDesigner project. A .tox file contains one component which in turn can contain multiple components. The component file can then easily be loaded as needed in other projects. For example, when designing a custom user interface for a project, saving the UI elements as a separate .tox file would allow the parts of the user interface to be reused easily in future projects.

To create a .tox right-click on your (base) component & hit "Save Component .tox"

Navigate to your Palette & add them there for easy acces.

On this page we'll share some custom toxes made previously in Touchdesigner (by us).

Beware, these are handmade, to fully understand what is happening, it is advised to re-build them yourself ;)

On Github:

<https://github.com/hku-ect/TouchDesignerComponents>

Showcase:

On the derivative site, people have profiles & sometimes share their .tox

[derivative: showcase](#)

especially:

[THETOUCHLAB](#)

Add a sensor to callibrate it

[sensor_calibrate.tox](#)

Library-platform of inspiring TD Toxes shared by creators:

[https://olib.amb-](https://olib.amb-service.net/)

[service.net/](https://olib.amb-service.net/)

<p>Toxes for specific fixtures to control lights can be found here</p> <p>WLed WLED.tox</p>	<p>Bare_Conductive.tox to use Bare Conductive in TD</p> <p>more info here</p>	<p>RadiusCheck.tox Creates a virtual point in 3D space and checks the relation between input XYZ. Set the radius in metres Set the XYZ location feed it a live location (XYZ) Outputs Percentage within the radius Outputs InsideBounds Outputs Distance in Metres</p>	<p>sceneswitcher2.tox Allows you to select 1 scene at a time & disable other scenes. Handy to save resources or stop triggers from reacting when not in focus.</p>
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