

MultiTexture

```
MultiTexture {  
    exposedField SFBool materialColor  FALSE  #  
    exposedField SFBool materialAlpha  FALSE  #  
    exposedField MFString mode          []     #  
    exposedField MFNode texture         []     #  
    exposedField MFNode textureTransform []     #  
    exposedField SFColor color           1 1 1  #  
    exposedField SFFloat alpha           1      #  
}
```