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dice: yet another tiled texture demo

<description>

This sample shows how to specify parameters for tiled texture.  
Please use basic/tuto0 in HMD sample program directory to run.

The following steps create this data:

1. An intermediate LAB file is generated by HMD plugin for LightWave 3D "PS AnimationSever".
2. The result of step 1 is edited by text editor to make it easy to read with TEX\_WIN, CBA and TSB macros.
3. "labp" command created HMD files from \*.lab files created in step 2.