
Subject: scripts.dll 0.98 RC is out

Posted by [Anonymous](#) on Sun, 22 Dec 2002 20:37:00 GMT

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Making a river appear to "move" is pretty easy. It requires no real animation, just an animation of the texture it uses. This is how I get my water effects. Open up your water texture in the Renegade Material Editor and go to the Pass1 tab. The first section that should come up will be the Vertex Material section. At the bottom you will see Stage 0 Mapping. From the drop down list beside "Type:" select Linear Offset. Now in the Args: section put this: VPerSec=X.XX Replace the X's with a number. The Number tells how fast or slow to scroll the texture over the vertices, giving you "moving water". 0.01 is for very slow moving water, and anything higher gets faster. That is how you animate rivers, and if your texture is moving in the wrong direction, use the UVW options to rotate it. All of this and everything you could possibly want to know about RenX and Commando can be found in the Help File. Download it by going to the "[CLICK HERE to view the latest compilation of Renegade help files!](#)" link. Triforce [December 22, 2002, 20:39: Message edited by: Triforce]
