Subject: Linear Offset

Posted by Anonymous on Fri, 08 Nov 2002 06:16:00 GMT

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quote:Originally posted by DeafWasp:or you could have givin me a simple answer"Give a man a fish and he will eat one day - teach a man to fish - and he will eat everyday" Changing the UVW map is one way -- but that affects the texture - not the way the offset scrolls - you need to align the pivot and change the coords:This is from the W3D docs :Same mapping type as "UV" except it allows you to make the texture scroll across the map at a speed specified in the arguments box. The Scrolling speed works on 1 unit per second basis. U is for horizontal, positive values move it left while (-) negative values move it right (based on UV mapping coordinates).   V is for vertical, positive values move it down while (-) negative values move it up(based on UV mapping coordinates) . Args: UPerSec=(float) e.g: -0.3VPerSec=(float) e.g: 5.0You should learn the W3D options - which is a much better way to get the effects you need.They are clearly spelled out in the How-To docs... There are so many of them - that it would be close to impossible to teach you how to do them here.BTW - i thought my answer was simple...   [November 08, 2002, 06:37: Message edited by: StoneRook]