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Subject: Moving Textures

Posted by [Anonymous](#) on Mon, 07 Oct 2002 19:29:00 GMT

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How do I make the textures glide across the object? I don't know all the options but I set it like this: in the material editor I select Grid and put in FPS=5 because that is how slow I want it to go. How do I make textures glide across an object without it looking all jittery?

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