## Subject: Re: Need UVW help(good math helps even)
Posted by Blazea58 on Wed, 07 Feb 2007 09:01:02 GMT

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Well i cant edit my post, but i did figure it out after many hours of messing with the args. For future reference to play all 64 images on my texture, i had to make a 5.12x5.12 plane, then i used these args for my Grid mapping
FPS=1.0
Log2Width=3

Then for the UVW mapping, i had to go through alot of time just figuring out exactly what numbers to put.

78.092
5.328
1.0

Utile=0.11
Vtile=1.875
1.0

Anyways it works now, so no need for this topic anymore other then if someone wanted movies in thier map its possible especially if you use 64 images on a texture, then have an animation that moves one plane infront of the next every 64 seconds, or however long your movie takes to play.