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Subject: Re: Moving outward texture

Posted by [u6795](#) on Thu, 24 Jan 2008 01:24:00 GMT

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Would you be making it in an animated form?

If so, as far as I know you'd have to draw every single individual frame of the desired image. I think whatever comes next has to do with scripting, but I don't really know.

Blazea58 made an animation on Rp2, so I'm speaking from what I know of seeing that in XCC mixer.

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