
Subject: Re: Moving outward texture

Posted by [Jerad2142](#) on Tue, 29 Jan 2008 18:27:34 GMT

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// Settings for a circle

ROTATE

Description:

Rotates a texture map counterclockwise about a specified center then scales the texture

Params:

Speed=(float) 0.1f; In Hertz. 1 = 1 rotate per second

UCenter=(float) 0.0f;

VCenter=(float) 0.0f;

UScale=(float) 1.0;

VScale=(float) 1.0;

// Settings for a line

LINEAR_OFFSET

Description:

Makes the texture scroll at the speed specified

Params:

UPerSec=(float) 0.0;

VPerSec=(float) 0.0;

UScale=(float) 1.0;

VScale=(float) 1.0;

// Figure 8 type deal

SINE_LINEAR_OFFSET

Description:

Moves the texture map in the shape of a Lissajous figure.

Params:

UAmp=(float) 1.0f;

UFreq=(float) 1.0f;

UPhase=(float) 0.0f;

VAmp=(float) 1.0f;

VFreq=(float) 1.0f;

VPhase=(float) 0.0f;

// Stair type effect

STEP_LINEAR_OFFSET

Description:

Similar to Linear Offset but moves stuff around in discrete steps

Params:

UStep=(float) 0.0f;

VStep=(float) 0.0f;

SPS=(float) 0.0f; Steps per second

// Ummm... Ziggy?

ZIGZAG_LINEAR_OFFSET

Description:

Similar to Linear Offset but reverses direction periodically.

Params:

UPerSec=(float) 0.0f;

VPerSec=(float) 0.0f;

Period=(float) 0.0f; Time it takes to make a zigzag in seconds

// Well if you notice the last few I bet you can guess this one

RANDOM

Description: Randomly rotates and translates a texture with linear offset

FPS=(float) 0.0f; Frames per second

UPerSec=(float) 0.0;

VPerSec=(float) 0.0;
