Subject: Texture Rotation of Treads (Tank-Tracks)
Posted by rrutk on Fri, 11 Apr 2008 12:45:22 GMT

I fixed some old assets for my virtual museum map.

One of my last problems: the floating texture on the tank-tracks (treads). Setting is VPerSec=-6 in stage o mapping.

I w3d-viewer all sems to be correct (moving texture in the right direction of driving).

BUT, ingame the texture is moving in the wrong direction! not in direction of driving, but the tga-map is moving the other axis, so that logos and stuff apear on the tracks.....