
Subject: Re: Texture Rotation of Treads (Tank-Tracks) File herewith
Posted by [danpaul88](#) on Fri, 11 Apr 2008 19:08:57 GMT

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See the

TrackUScaleFactor
and
TrackVScaleFactor

LE settings. If its going in the wrong direction then set it to a negative value (or positive if its already negative). This also controls how fast the texture scrolls, so playing with the values can help to make it the right speed for the size of your tracks.
