
Subject: Re: Animated texture crash

Posted by [Raptor RSF](#) on Sat, 21 Jun 2008 20:19:23 GMT

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I fixed the animated texture now i it was a stupid error from me to not change the:
Log2width=1

to the number it should be (2 in my case).

now my c4 is animating ingame but the texture is not in the good place. i can just fix that..

but with Log2width=1 the texture is in its good place in w3d view, but that crashes the game

But now my other question:

Is it possible to make an animated mesh c4 ?
