
Subject: Re: f_gm to w_

Posted by [Gen_Blacky](#) on Thu, 16 Oct 2008 04:43:14 GMT

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madrackz wrote on Tue, 07 October 2008 16:14it WAS just big to see how the pistol looks ingame

damn that the renegade engine doesnt support chrom effects :S

o but it does , bump map it to make it look like chrome

ErroR wrote on Wed, 15 October 2008 07:32and i have no idea how to make it still have a scrolling texture.

Same mapping type as "UV" except it allows you to make the texture scroll across the map at a speed specified in the arguments box. The Scrolling speed works on 1 unit per second basis. U is for horizontal, positive values move it left while (-) negative values move it right (based on UV mapping coordinates). V is for vertical, positive values move it down while (-) negative values move it up(based on UV mapping coordinates) .

Args:

UPerSec=

VPerSec=

^

got that from how to do folder in public tools look in the public tools folder first, can answer a lot of questions. go under vertex material and change uv to liner offset and use the args to deiced which direction you want
