
Subject: Getting a scrolling texture to follow bends.....
Posted by [Aircraftkiller](#) on Tue, 05 Aug 2003 17:09:11 GMT
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They all have it wrong... Muffins was the closest.

You don't even NEED to apply an Edit Mesh modifier. Just use the editable mesh and select individual polygons, then apply the UVW Map modifier to the polygons.

After you've made everything look like it will head the proper way, add a UVW Xform modifier and use the UV offset spinners. If you set your mesh to move at 7 V Per Sec, then move the V offset positively and you will see how the modifier will act in-game.

If it's screwed up, like facing the wrong direction, detach the offending polygons and apply a UVW Xform modifier. At that point, reverse the mapping with it.
