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Subject: Rotating Texture

Posted by [Aircraftkiller](#) on Thu, 14 Aug 2003 21:33:52 GMT

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C:\Program Files\RenegadePublicTools\HowTo\W3D Tutorials\content\vertex\_material.htm

Rotate: NEW

Rotates a texture map about a specified center. The speed of the rotation is measured in radians per second, (e.g: 2 = 2 full rotations per second). Positive values rotate counter clockwise while negative rotate the map clockwise.

Note: by default the mapping coordinates center starts at the top left corner of the map. To make it start in the center of the map, make the UCenter and VCenter values of "0.5".

Args:

Speed=(float) e.g: 2

UCenter=(float) e.g: 0.5

VCenter=(float) e.g: 0.5

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