
Subject: Re: animating textures

Posted by [shippo](#) on Fri, 25 Dec 2009 23:57:55 GMT

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thanks I got it now

for future reference for others

when setting the Vertex Material to Linear Offset the code/info you type under it in the is
UPerSec=.1

the "U" means the screen will move horizontally, and the ".1" means the speed at which the screen will go. To make the screen go vertical change the "U" to a "V" (I'm not sure what "W" does)
