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Subject: Re: Treads

Posted by [Reaver11](#) on Wed, 08 Sep 2010 23:05:47 GMT

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What you have to do is this when you have just finished your treads(model).

Apply a UVW map to it.

Set it to cylindrical.

Then make sure the pivot and the gizmo are set to 'fit' or match as close as you get them.

Continue texturing and rigging as normal.

(like the vpersec etc)

Check in leveeditor or ingame with 'edit vehicle' if the vehicle settings allow the texture to scroll in the correct direction.

Because the UVWmap is set to cylindrical the pivot is in the middle so everything turns around it like a clock.

Toggle Spoiler

The only difficulty is making sure that the gizmo is matched to your treads shape. If its not then it will be a bit stretchy.

However this is by far the easiest method I know to do what you want in Renegade.

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