
Subject: Grid Mapping

Posted by [Gernader8](#) on Sat, 27 Sep 2003 01:12:51 GMT

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Alright I have tried my best, but I cannot get this to work. I have a 8x8 grid map that I want to be animated on a plane. I can get it to play like a "flim strip" where it looks it has been set on a linear offset. I have been able to get it to play 4 of the 64 frames, then it starts over. I have been using these two codes.

```
Type:Grid  
FPS=32.6
```

Thats for the frame by frame animation

```
Type:Grid  
FPS=32.6  
Log2Width=8
```

And I get the linear offset effect

Anyone have anyideas what I am doing wrong?
