Subject: Conquest Island question
Posted by Anonymous on Tue, 14 Jan 2003 10:57:00 GMT
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The repair pads, How did you get the texture on the top to rotate?

Subject: Conquest Island question
Posted by Anonymous on Tue, 14 Jan 2003 11:26:00 GMT
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Subject: Conquest Island question
Posted by Anonymous on Tue, 14 Jan 2003 11:40:00 GMT
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I think there is a mapping method that allows you to rotate textures, check the HowTo folder. As for the repair beam rotation, I simply used an animation of 100 frames of it rotating, and 1 visibility off frame at the end for when it was destroyed.