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Subject: Texture Rotation of Treads (Tank-Tracks)

Posted by [rrutk](#) on Fri, 11 Apr 2008 12:45:22 GMT

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I fixed some old assets for my virtual museum map.

One of my last problems: the floating texture on the tank-tracks (treads). Setting is VPerSec=-6 in stage 0 mapping.

I w3d-viewer all seems to be correct (moving texture in the right direction of driving).

BUT, ingame the texture is moving in the wrong direction! not in direction of driving, but the tga-map is moving the other axis, so that logos and stuff appear on the tracks.....

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Subject: Re: Texture Rotation of Treads (Tank-Tracks)

Posted by [The Executor](#) on Fri, 11 Apr 2008 16:51:19 GMT

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Dosent WW skin have something to do with it?

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Subject: Re: Texture Rotation of Treads (Tank-Tracks)

Posted by [rrutk](#) on Fri, 11 Apr 2008 17:08:17 GMT

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MSwindows wrote on Fri, 11 April 2008 11:51 Dosent WW skin have something to do with it?

tried the vehicle without it -> seems to be not.

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Subject: Re: Texture Rotation of Treads (Tank-Tracks) File herewith

Posted by [danpaul88](#) on Fri, 11 Apr 2008 19:08:57 GMT

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See the

TrackUScaleFactor

and

TrackVScaleFactor

LE settings. If its going in the wrong direction then set it to a negative value (or positive if its already negative). This also controls how fast the texture scrolls, so playing with the values can help to make it the right speed for the size of your tracks.

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Subject: Re: Texture Rotation of Treads (Tank-Tracks) File herewith  
Posted by [rrutk](#) on Fri, 11 Apr 2008 19:20:09 GMT  
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danpaul88 wrote on Fri, 11 April 2008 14:08See the

TrackUScaleFactor  
and  
TrackVScaleFactor

LE settings. If its going in the wrong direction then set it to a negative value (or positive if its already negative). This also controls how fast the texture scrolls, so playing with the values can help to make it the right speed for the size of your tracks.

OMG, it was so simple

THANK YOU!

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Subject: Re: Texture Rotation of Treads (Tank-Tracks)  
Posted by [saberhawk](#) on Fri, 11 Apr 2008 19:35:32 GMT  
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MSwindows wrote on Fri, 11 April 2008 11:51Dosen't WW skin have something to do with it?

WWSkin only has to do with "skinning", or vertex morphing for lack of a better term. It doesn't and can't affect texture coordinates.

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Subject: Re: Texture Rotation of Treads (Tank-Tracks)  
Posted by [Gen\\_Blacky](#) on Sat, 12 Apr 2008 20:18:39 GMT  
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doesn't ww skin make it so the wheel bones morph to the terrain and not just a junk of mesh.

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Subject: Re: Texture Rotation of Treads (Tank-Tracks)  
Posted by [Slave](#) on Sun, 13 Apr 2008 01:48:40 GMT  
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As far as I'm aware it allows you to weld vertexes to bones, so parts of your model stretch in respect to those bones.  
Stuff like suspensions, and the bulletbelt on top of the humvee.

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Subject: Re: Texture Rotation of Treads (Tank-Tracks)  
Posted by [Gen\\_Blacky](#) on Sun, 13 Apr 2008 03:53:27 GMT  
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Slave wrote on Sat, 12 April 2008 20:48As far as I'm aware it allows you to weld vertexes to bones, so parts of your model stretch in respect to those bones.  
Stuff like suspensions, and the bulletbelt on top of the humvee.

thats what i ment

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Subject: Re: Texture Rotation of Treads (Tank-Tracks)  
Posted by [saberhawk](#) on Sun, 13 Apr 2008 19:32:02 GMT  
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Saberhawk wrote on Fri, 11 April 2008 14:35

WWSkin only has to do with "skinning", or vertex morphing for lack of a better term. It doesn't and can't affect texture coordinates.

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