Subject: animating textures
Posted by shippo on Fri, 25 Dec 2009 22:31:22 GMT

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I didn't see a topic on this so...

I want to make a computer screen with words scrolling down on it.

I have semi accomplished this however i need some more help.

the picture below is what I have done to animate my texture, however there are 2 problems,

#1 it moves horizontal not vertically like I want it to (I assume there is an option to tell it to do this without rotating the whole object)

#2 as it moves horizontally it is also, very slowly, moving down vertically as well

I am very close but am missing something please help

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File Attachments
1) untitled.bmp, downloaded 182 times
```

Subject: Re: animating textures
Posted by LR01 on Fri, 25 Dec 2009 22:50:19 GMT

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Why not use Linear Offset as Stage 0 Mapping?

Subject: Re: animating textures
Posted by IAmFenix on Fri, 25 Dec 2009 23:11:52 GMT

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http://renhelp.laeubi-soft.de/index.php?tut=9
That should help.

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 refference for others

when seting the Vertex Matterial 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)