Subject: Re: How to setup a skin?
Posted by Jerad2142 on Wed, 08 Nov 2006 00:13:02 GMT
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Does this help:

I can get more specific if needed.

File Attachments

1) picture.png, downloaded 260 times

Vertex Material - Microsoft Internet Explorer

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Address C:\Program Files\RenegadePublicTools\HowTo\W3D Tutorials\content\vertex_material.htm

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Grid: ***NEW***

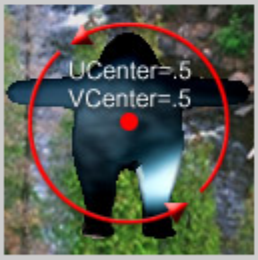
(e.g. Of a Grid Map)

For use with a "Grid Bitmap" Similar to how the "Frame / UCoordinate" works in the emitte
into individual frames that the computer reads as a grid, left to right, top to bottom, one fran
section of the grid as a single frame, then the next frame then so on, until it cycles through ba
creates an animated map. You can Adjust the speed of your map in frames per second (FP

Args:
FPS=(float) e.g: 29.5
Log2Width=(int) e.g: 2

Grid Map creation parameters: (for use with all "grid" type maps.)
1 = 2 X 2 (2 frames across 2 frames down)
2 = 4 X 4 (4 frames across 4 frames down)
4 = 8 X 8 (8 frames across 8 frames down)
8 = 16 X 16 (16 frames across 16 frames down)

Rotate: ***NEW***



Rotates a texture map about a specified center. The speed of the rotation is measured in ra
rotations per second). Positive values rotate counter clockwise while negative rotate the ma
Note: by default the mapping coordinates center starts at the top left corner of the map. To
map, make the UCenter and VCenter values of "0.5".

Args:
Speed=(float) e.g: 2
UCenter=(float) e.g: 0.5
VCenter=(float) e.g: 0.5

Sine: ***NEW***

Moves the texture map around in the shape of a lissajous figure. (You can create figure 8's

Args:

Done

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