Subject: Water movement
Posted by [REHT]Spirit on Wed, 23 Apr 2003 21:14:53 GMT

maytridyor you can use the UVW Mapping Gizmo to make it go any way you want.

Yeah but it won't scroll in-game. You can use UPerSec and VPerSec to make it scroll in-game (in the Materials Editor that is opened by m, by default, will have a place where theres user settable parameters, you can enter VPerSec=WhateverNumber here and/or UPerSec=WhateverNumberHere and possibly some others).