
Subject: Re: projector effect?

Posted by [GrayWolf](#) on Fri, 14 Jul 2006 03:26:33 GMT

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PaRaDoX wrote on Thu, 13 July 2006 22:05this can be done with a tile and a model.
Create a model with a projector bone and go to le and make a tile and go to "isprojecor" or something and select the map you want projected and name the tile projector

What do you mean create a model with a projector bone?

I want to make a tv and i want to have it rotate threw like 6 images. I dont even mind making it a projection tv. i just want something that goes threw 6 or 7 pictures

doesnt even need to be a projector
