
Subject: Need UVW help(good math helps even)
Posted by [Blazea58](#) on Tue, 06 Feb 2007 12:02:38 GMT
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Well i have come to a dead end trying to make a movie for my movie theatre in roleplay2, and i cannot figure out the exact number for Uvw for the first frame to be exact. My movie right now plays from left to right but scrolls down a bit as it goes since it is not the exact arg settings i need. Now if anyone being someone with good math skills or someone who has experimented with anything over 32 images for grid mapping, maybe they can assist me for what my mapping args should be. I have done this with 16 images and it was alot easier to calculate lol.

Thats a test texture if anyone wants to try in renx and tell me what args i need.

I strictly would need it to only show 1 frame on the mesh then with the grid args it will flow to all the rest of the images then repeat. Thanks in advance