

---

Subject: Re: Texture Rotation of Treads (Tank-Tracks) File herewith  
Posted by [rrutk](#) on Fri, 11 Apr 2008 19:20:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

danpaul88 wrote on Fri, 11 April 2008 14:08See the

TrackUScaleFactor  
and  
TrackVScaleFactor

LE settings. If its going in the wrong direction then set it to a negative value (or positive if its already negative). This also controls how fast the texture scrolls, so playing with the values can help to make it the right speed for the size of your tracks.

OMG, it was so simple

THANK YOU!

---