
Subject: Re: Texture Rotation of Treads (Tank-Tracks)
Posted by [saberhawk](#) on Sun, 13 Apr 2008 19:32:02 GMT
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Saberhawk wrote on Fri, 11 April 2008 14:35

WWSkin only has to do with "skinning", or vertex morphing for lack of a better term. It doesn't and can't affect texture coordinates.
