Subject: Two Pass Texture Rotation (Greg Please Read)
Posted by Anonymous on Tue, 09 Jul 2002 19:06:00 GMT
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I am making a scrolling texture (like the PT's). I have the settings all right, and the colors show up, but the second texture (second pass) is facing the wrong way. How do I change the rotation of the second pass only, withough affecting the first pass?

Subject: Two Pass Texture Rotation (Greg Please Read)
Posted by Anonymous on Tue, 09 Jul 2002 19:22:00 GMT
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Have you tried physically rotating the texture itself?

Subject: Two Pass Texture Rotation (Greg Please Read)
Posted by Anonymous on Tue, 09 Jul 2002 19:24:00 GMT
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Rotates both passes.

Subject: Two Pass Texture Rotation (Greg Please Read)
Posted by Anonymous on Tue, 09 Jul 2002 19:36:00 GMT
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No, I'm talking about the texture file. As in using something like photoshop to rotate the texture file.

Subject: Two Pass Texture Rotation (Greg Please Read)
Posted by Anonymous on Tue, 09 Jul 2002 19:37:00 GMT
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Its a file in always.dat. I wanted to use that texture. There has to be a way to do it, they are the same textures WW used.

Subject: Two Pass Texture Rotation (Greg Please Read)
Posted by Anonymous on Tue, 09 Jul 2002 19:56:00 GMT
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Unwrap UVW, and edit the texture there, should work.

Subject: Two Pass Texture Rotation (Greg Please Read)
Posted by Anonymous on Tue, 09 Jul 2002 21:00:00 GMT
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How do I edit the texture with UVW unwrap? If I move the vertices, it moves it for both passes. [July 09, 2002, 21:05: Message edited by: Bumpaneer]

Subject: Two Pass Texture Rotation (Greg Please Read)
Posted by Anonymous on Tue, 09 Jul 2002 21:53:00 GMT
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I suspect there are many ways to solve your problem. Here is one:Apply a UVW modifier to the polygons that are using the two pass material. Set this modifier to generate UV coords for channel *2* (default is normally 1), then go to your vertex material for your second pass and set it to use UV channel 2. You will now be able to change the UV-mapping of the second pass at will (by manipulating this modifier) without affecting the base pass.greg

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Subject: Two Pass Texture Rotation (Greg Please Read)
Posted by Anonymous on Tue, 09 Jul 2002 23:34:00 GMT
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Subject: Two Pass Texture Rotation (Greg Please Read)
Posted by Anonymous on Wed, 10 Jul 2002 05:36:00 GMT
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Wow - that makes sense -- thanks Greg!

Subject: Two Pass Texture Rotation (Greg Please Read)
Posted by Anonymous on Wed, 10 Jul 2002 05:43:00 GMT
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Thanks once again Greg.

Subject: Two Pass Texture Rotation (Greg Please Read)
Posted by Anonymous on Fri, 01 Nov 2002 11:49:00 GMT
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another