
Subject: projector effect?

Posted by [GrayWolf](#) on Fri, 14 Jul 2006 01:52:37 GMT

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In one level of single player at the end there is a projector that Nod is using to try and brain wash the civilians. Is that a texture or how do I do that? I want to make my own images for the projector.

Subject: Re: projector effect?

Posted by [PaRaDoX](#) on Fri, 14 Jul 2006 03:05:03 GMT

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this 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

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

Subject: Re: projector effect?

Posted by [GrayWolf](#) on Fri, 14 Jul 2006 18:38:13 GMT

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help please

Subject: Re: projector effect?

Posted by [Blazea58](#) on Fri, 14 Jul 2006 21:37:52 GMT

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What you gotta do is setup your material modifier with grid.
Do grid on pass 1 stage 0 uv modifier. What you gotta do is also make a texture with the exact amount of images, and the images need to all be the same high/width. Best to just make a texture and sort out a few 128x128 or 256x256 on it until it fills up, so you have all equal tiles. Then i have my little tv screen in a bar setup like this below and it goes through the pictures quite fast. The 4 fps is setup because i have 4 images, so if you were using 6 or more im pretty sure you change the fps accordingly.

FPS=4
Log2Width=1

Subject: Re: projector effect?
Posted by [GrayWolf](#) on Sat, 15 Jul 2006 03:37:18 GMT
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Awesome THANKS!!!

Subject: Re: projector effect?
Posted by [GrayWolf](#) on Mon, 17 Jul 2006 03:18:45 GMT
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I got the first part but...

How do I put the pictures? Do I have 1 picture pure pass? Do I click display?

Subject: Re: projector effect?
Posted by [GrayWolf](#) on Fri, 21 Jul 2006 03:29:09 GMT
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bump

Subject: Re: projector effect?
Posted by [Viking](#) on Fri, 21 Jul 2006 14:28:15 GMT
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If I knew I would help you...

Subject: Re: projector effect?
Posted by [PaRaDoX](#) on Sat, 22 Jul 2006 23:35:53 GMT
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so you want to make a movie kinda deal or a texture projected onto something?

Subject: Re: projector effect?

Posted by [Zion](#) on Sat, 22 Jul 2006 23:39:55 GMT

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I think he wants it like the TV's in Haunted2.mix, they display different pictures every X seconds.

I dont fully know how to do this but i may have something to do with passes?

Subject: Re: projector effect?

Posted by [PaRaDoX](#) on Sun, 23 Jul 2006 00:34:40 GMT

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Blazea58 wrote on Fri, 14 July 2006 17:37What you gotta do is setup your material modifier with grid.

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FPS=4

Log2Width=1

he is right, make a texture like this

[with the four things being your projected object]
then follow steps below V
