Subject: How to setup a skin?
Posted by Viking on Tue, 07 Nov 2006 23:36:50 GMT
View Forum Message <> Reply to Message

I forget what you call it but it is a bunch of pictures in one skin file like it was 5X5 pictures and you set it up so it displays one at a time on a abject.

I was thinking of makin a timed C4 and having that image so it can look like its counting down and you can see how much time is left!

Dose anyone know what I am tlaking about?

In level 2 near the end you rescue civies and there watching a projector? Yah... I dont know!!!

Subject: Re: How to setup a skin?
Posted by Jerad2142 on Wed, 08 Nov 2006 00:13:02 GMT
View Forum Message <> Reply to Message

Does this help:

I can get more specific if needed.
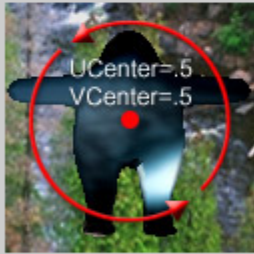
File Attachments
1) picture.png, downloaded 293 times

Vertex Material - Microsoft Internet Explorer

File   Edit   View   Favorites   Tools   Help

Back   Search   Favorites

Address   C:\Program Files\RenegadePublicTools\HowTo\W3D Tutorials\content\vertex_material.htm

To help protect your security, Internet Explorer has restricted this file from showing active content that could access your computer. Click here for option

Grid: *NEW*

For use with a "Grid Bitmap" Similar to how the "Frame / UCoordinate" works in the emitte into individual frames that the computer reads as a grid, left to right, top to bottom, one fran section of the grid as a single frame, then the next frame then so on, until it cycles through ba creates an animated map. You can Adjust the speed of your map in frames per second (FP

Args:
FPS=(float) e.g: 29.5
Log2Width=(int) e.g: 2

(e.g. Of a Grid Map)

Grid Map creation parameters: (for use with all "grid" type maps.)
1 = 2 X 2 (2 frames across 2 frames down)
2 = 4 X 4 (4 frames across 4 frames down)
4 = 8 X 8 (8 frames across 8 frames down)
8 = 16 X 16 (16 frames across 16 frames down)

Rotate: *NEW*

Rotates a texture map about a specified center. The speed of the rotation is measured in ra rotations per second). Positive values rotate counter clockwise while negative rotate the ma Note: by default the mapping coordinates center starts at the top left corner of the map. To map, make the UCenter and VCenter values of "0.5".

UCenter=.5
VCenter=.5

Args:
Speed=(float) e.g: 2
UCenter=(float) e.g: 0.5
VCenter=(float) e.g: 0.5

Sine: *NEW*

Moves the texture map around in the shape of a lissajous figure. (You can create figure 8's

Args:

Done

Start | Renegade Public Forums... | LevelEdit | W3D Content - Microsoft... | **Vertex Material - Micr...**

Subject: Re: How to setup a skin?
Posted by Viking on Wed, 08 Nov 2006 00:25:24 GMT
View Forum Message <> Reply to Message

Yes but I still dont know how to set it up?
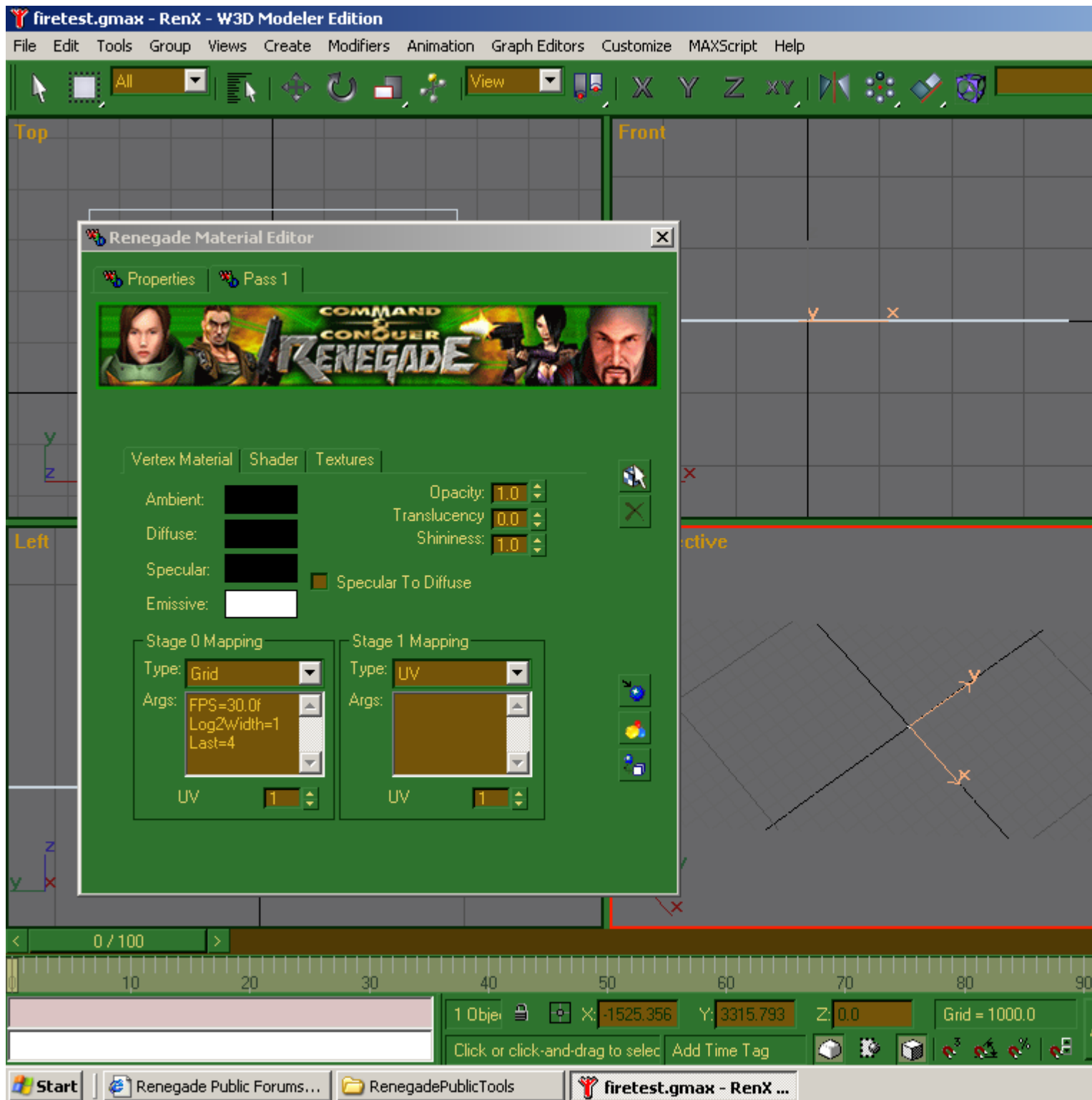

Subject: Re: How to setup a skin?
Posted by Jerad2142 on Wed, 08 Nov 2006 02:15:28 GMT
View Forum Message <> Reply to Message

If this doesn't clear things up I have no clue what the problem is, you will have to state the problem in greater detail.

File Attachments
1) New Bitmap Image.png, downloaded 279 times

OK THX!