
Subject: Treads

Posted by [LR01](#) on Wed, 08 Sep 2010 13:04:20 GMT

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Is it possible to have texture on the treads scrolling around the treads?

I know how to setup if the treads are only shown from beneath, though I want the texture to scroll properly when the treads are visible from above as well.

I can only have the texture scroll into one direction but I want it into two directions, is this possible?

Subject: Re: Treats

Posted by [reborn](#) on Wed, 08 Sep 2010 13:10:21 GMT

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If anyone else is wondering what the fuck he is talking about, I'll save you the 3 second wtf?! moment I had by explaining that he most likely is referring to tank treads, not treats.

Subject: Re: Treats

Posted by [Reaver11](#) on Wed, 08 Sep 2010 14:35:45 GMT

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It is possible but to get everything correct is a pain.

What you do is the following once your treads(model) are done you either UV unwrap them or give them a UV map with the cylindrical setting.

Problem with the second method is that it is not easy to setup the UV map correctly. Also I personally haven't tried UVW unwrapping them yet. Which I will try out soon.

Toggle Spoiler

If you use the second method make sure the sides of your treads look decent.

Also it is very tricky to get the ending stops correct on the treads.

Toggle Spoiler

You will see that the front and the back of the treads are kinda stretchy.

So yes it is possible sadly I haven't got it in a perfect state.

I hope this answers a big part of your problem if not then I'll try to write it out better.

Subject: Re: Treats

Posted by [LR01](#) on Wed, 08 Sep 2010 20:51:30 GMT

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I tried but I couldn't get it work, the problem stays.

It always goes into the same direction, not like I want as indicated whit the red arrows.

Subject: Re: Treads

Posted by [Gen_Blacky](#) on Wed, 08 Sep 2010 21:47:01 GMT

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select the polygons you want to go in a different directions and apply a new uv map and change the direction. Or apply a new material to those polygons and make the liner offset the other way.

Edit after looking at your screen shot I see what you mean. Thought you wanted it to go another direction opposite of another tread. View align the uv map and see if that fixes it.

Subject: Re: Treads

Posted by [Reaver11](#) on Wed, 08 Sep 2010 23:05:47 GMT

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What you have to do is this when you have just finished your treads(model).

Apply a UVW map to it.

Set it to cylindrical.

Than make sure the pivot and the gizmo are set to 'fit' or match as close as you get them.

Continue texturing and rigging as normal.

(like the vpersec etc)

Check in leveeditor or ingame with 'edit vehicle' if the vehicle settings allow the texture to scroll in the correct direction.

Because the UVWmap is set to cylindrical the pivot is in the middle so everything turns around it like a clock.

Toggle Spoiler

The only difficulty is making sure that the gizmo is matched to your treads shape. If its not then it will be a bit stretchy.

However this is by far the easiest method I know to do what you want in Renegade.

Subject: Re: Treads

Posted by [danpaul88](#) on Thu, 09 Sep 2010 09:47:45 GMT

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Actually you can do it with planar UVW mapping, just edit the UVW map, stitch all the parts of each tread together so they form two long blocks, one for each tread and make each of them fit the width of your chosen texture. Then you just set the UPerSec or VPerSec to set how fast the texture moves along the tread in relation to your speed.

I find cylindrical mapping gives really wierd results on the edges of tracks with stretched and warped textures, whilst the method I outlined above should give a perfect texture all the way around with the only seam being the point on the tread which is not stitched together (IE: The top and bottom of the long block)

Subject: Re: Treads

Posted by [LR01](#) on Sat, 11 Sep 2010 13:47:06 GMT

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Wow, it worked

Thanks a lot for that.
