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Subject: Water movement

Posted by [Leaddog28](#) on Wed, 23 Apr 2003 15:33:51 GMT

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The VPerSec=x.x makes the water move along the Y axis. Is there a way to make the water move along the X axis?

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Subject: Water movement

Posted by [TheKGBspy](#) on Wed, 23 Apr 2003 15:35:21 GMT

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UPerSec

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Subject: Water movement

Posted by [Leaddog28](#) on Wed, 23 Apr 2003 15:38:25 GMT

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Thanks

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Subject: Water movement

Posted by [maytridy](#) on Wed, 23 Apr 2003 20:45:41 GMT

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or you can use the UVW Mapping Gizmo to make it go any way you want.

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Subject: Water movement

Posted by [\[REHT\]Spirit](#) on Wed, 23 Apr 2003 21:14:53 GMT

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maytridy or you can use the UVW Mapping Gizmo to make it go any way you want.

Yeah but it won't scroll in-game. You can use UPerSec and VPerSec to make it scroll in-game (in the Materials Editor that is opened by m, by default, will have a place where theres user settable parameters, you can enter VPerSec=WhateverNumber here and/or UPerSec=WhateverNumberHere and possibly some others).

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