
Subject: Rotating Texture

Posted by [Sanada78](#) on Thu, 14 Aug 2003 20:45:11 GMT

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Is there a way to make a texture rotate on an object? Just like with UPerSec and VPerSec but an option that rotates the texture.

Subject: Rotating Texture

Posted by [Aircraftkiller](#) on Thu, 14 Aug 2003 21:33:52 GMT

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

Rotate: NEW

Rotates a texture map about a specified center. The speed of the rotation is measured in radians per second, (e.g: 2 = 2 full rotations per second). Positive values rotate counter clockwise while negative rotate the map clockwise.

Note: by default the mapping coordinates center starts at the top left corner of the map. To make it start in the center of the map, make the UCenter and VCenter values of "0.5".

Args:

Speed=(float) e.g: 2

UCenter=(float) e.g: 0.5

VCenter=(float) e.g: 0.5

Subject: Rotating Texture

Posted by [Sanada78](#) on Thu, 14 Aug 2003 21:42:03 GMT

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Thanks.

Subject: Rotating Texture

Posted by [maytridy](#) on Fri, 15 Aug 2003 02:45:59 GMT

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Good info, I never knew that.

Subject: Rotating Texture

Posted by [Aircraftkiller](#) on Fri, 15 Aug 2003 02:58:05 GMT

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Because you, like most people, tend to forget about the help files located in your Renegade tools directory... all it takes is a little searching.

Learn to help yourself before asking others.

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Posted by [maytridy](#) on Fri, 15 Aug 2003 03:12:49 GMT

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Umm, I never asked anything. I was just thanking you for the info.

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Posted by [Deafwasp](#) on Fri, 15 Aug 2003 07:13:13 GMT

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then obviously he wasn't talking to you.

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Posted by [General Havoc](#) on Fri, 15 Aug 2003 10:10:22 GMT

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- Good point. I should upload them to Renhelp in HTML format and put the author as Westwood Studios or whoever it says in the tutorial. I have no very basic mapping tutorials as there is one with the rentools V2 but i guess not many people look there.

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Posted by [Laser2150](#) on Fri, 15 Aug 2003 16:44:01 GMT

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There is so many vertex materials i didn't know about like Zigzag (swaying i guess) and random (gos out in directions.)
