
Subject: Grid Mapping

Posted by [Gernader8](#) on Sat, 27 Sep 2003 01:12:51 GMT

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Alright I have tried my best, but I cannot get this to work. I have a 8x8 grid map that I want to be animated on a plane. I can get it to play like a "flim strip" where it looks it has been set on a linear offset. I have been able to get it to play 4 of the 64 frames, then it starts over. I have been using these two codes.

Type:Grid

FPS=32.6

Thats for the frame by frame animation

Type:Grid

FPS=32.6

Log2Width=8

And I get the linear offset effect

Anyone have anyideas what I am doing wrong?

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Posted by [Aircraftkiller](#) on Sat, 27 Sep 2003 01:17:00 GMT

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Try putting Log2Width=8 before FPS.

If it continues to cause problems, unwrap the faces to the first frame of animation and view it again.

Subject: Grid Mapping

Posted by [Gernader8](#) on Sat, 27 Sep 2003 01:36:56 GMT

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It is still doing it, but now after every row it moves slightly down.

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Posted by [Aircraftkiller](#) on Sat, 27 Sep 2003 02:07:14 GMT

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Change the Log2Width variable from 8 to 6 and further down as dictated by the power of 2.

Subject: Grid Mapping
Posted by [Gernader8](#) on Sat, 27 Sep 2003 02:45:06 GMT
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Well the animation plays now, but it skips some rows. I will jsut work on this some other time.

Subject: Grid Mapping
Posted by [Laser2150](#) on Sat, 27 Sep 2003 04:08:46 GMT
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Make Sure that it follow the right grid
It can only be in a 2x2 , 4x4 , 8,8 i don't believe 6x6 will work.
just make sure the grid texture is basically a simple square, not a rectangle.
it takes time to get grid to work.

Subject: Grid Mapping
Posted by [SomeRhino](#) on Sat, 27 Sep 2003 04:13:33 GMT
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There is a serious bug with Grid mapping. It will translate horizontally 3 rows, then translate vertically when it's not supposed to. This is why only one row out of 4 will work properly on all grid maps (such as the Water Caustic grid.)
