
Subject: Re: How to setup a skin?

Posted by [Jerad2142](#) on Wed, 08 Nov 2006 00:13:02 GMT

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Does this help:

I can get more specific if needed.

File Attachments

- 1) [picture.png](#), downloaded 191 times

Vertex Material - Microsoft Internet Explorer

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

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Grid: NEW



For use with a "Grid Bitmap". Similar to how the "Frame / UCoordinate" works in the emitter, it emits the bitmap into individual frames that the computer reads as a grid, left to right, top to bottom, one frame at a time. It takes a section of the grid as a single frame, then the next frame then so on, until it cycles through back to the first frame. This creates an animated map. You can Adjust the speed of your map in frames per second (FPS).

Args:

FPS=(float) e.g: 29.5

Log2Width=(int) e.g: 2

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)

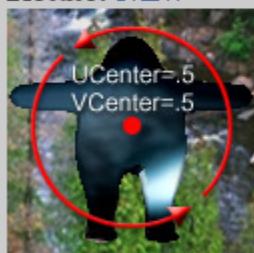
4 = 8 X 8 (8 frames across 8 frames down)

8 = 16 X 16 (16 frames across 16 frames down)

(e.g. Of a Grid Map)



Rotate: NEW



Rotates a texture map about a specified center. The speed of the rotation is measured in radians per second (rps). Positive values rotate counter clockwise while negative values rotate the map clockwise. Note: by default the mapping coordinates center starts at the top left corner of the map. To rotate 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

Sine: NEW



Moves the texture map around in the shape of a lissajous figure. (You can create figure 8's, heart shapes, etc.)

Args:

UAmplitude=(float) e.g: 1

VAmpitude=(float) e.g: 1

Done



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