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Subject: How to setup a skin?

Posted by [Viking](#) on Tue, 07 Nov 2006 23:36:50 GMT

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I forget what you call it but it is a bunch of pictures in one skin file like it was 5X5 pictures and you set it up so it displayes one at a time on a abject.

I was thinking of makin a timed C4 and having that image so it can look like its counting down and you can see how much time is left!

Dose anyone know what I am tlaking about?

In level 2 near the end you rescue civies and there watching a projector? Yah... I dont know!!!

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Subject: Re: How to setup a skin?

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

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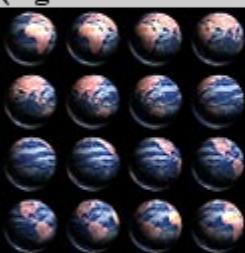
Does this help:

I can get more specific if needed.

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File Attachments

1) [picture.png](#), downloaded 296 times

<p><b>Grid: NEW</b></p>  <p>(e.g. Of a Grid Map)</p> 	<p>For use with a "Grid Bitmap" Similar to how the "Frame / UCoordinate" works in the emitter into individual frames that the computer reads as a grid, left to right, top to bottom, one frame section of the grid as a single frame, then the next frame then so on, until it cycles through back creates an animated map. You can Adjust the speed of your map in frames per second (FPS).</p> <p><b>Args:</b></p> <p><b>FPS=(float) e.g: 29.5</b>  <b>Log2Width=(int) e.g: 2</b></p> <p><b>Grid Map creation parameters: (for use with all "grid" type maps.)</b></p> <p><b>1</b> = 2 X 2 (2 frames across 2 frames down)  <b>2</b> = 4 X 4 (4 frames across 4 frames down)  <b>4</b> = 8 X 8 (8 frames across 8 frames down)  <b>8</b> = 16 X 16 (16 frames across 16 frames down)</p>
<p><b>Rotate: NEW</b></p> 	<p>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".</p> <p><b>Args:</b></p> <p><b>Speed=(float) e.g: 2</b>  <b>UCenter=(float) e.g: 0.5</b>  <b>VCenter=(float) e.g: 0.5</b></p>
<p><b>Sine: NEW</b></p> 	<p>Moves the texture map around in the shape of a lissajous figure. (You can create figure 8's)</p> <p><b>Args:</b></p> <p><b>UOffset=(float) e.g: 1</b>  <b>VOffset=(float) e.g: 1</b></p>

Done

Start

Renegade Public Forums...

LevelEdit

W3D Content - Microsoft...

Vertex Material - Mic...

Subject: Re: How to setup a skin?  
 Posted by [Viking](#) on Wed, 08 Nov 2006 00:25:24 GMT  
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Yes but I still dont know how to set it up?

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Subject: Re: How to setup a skin?

Posted by [Jerad2142](#) on Wed, 08 Nov 2006 02:15:28 GMT

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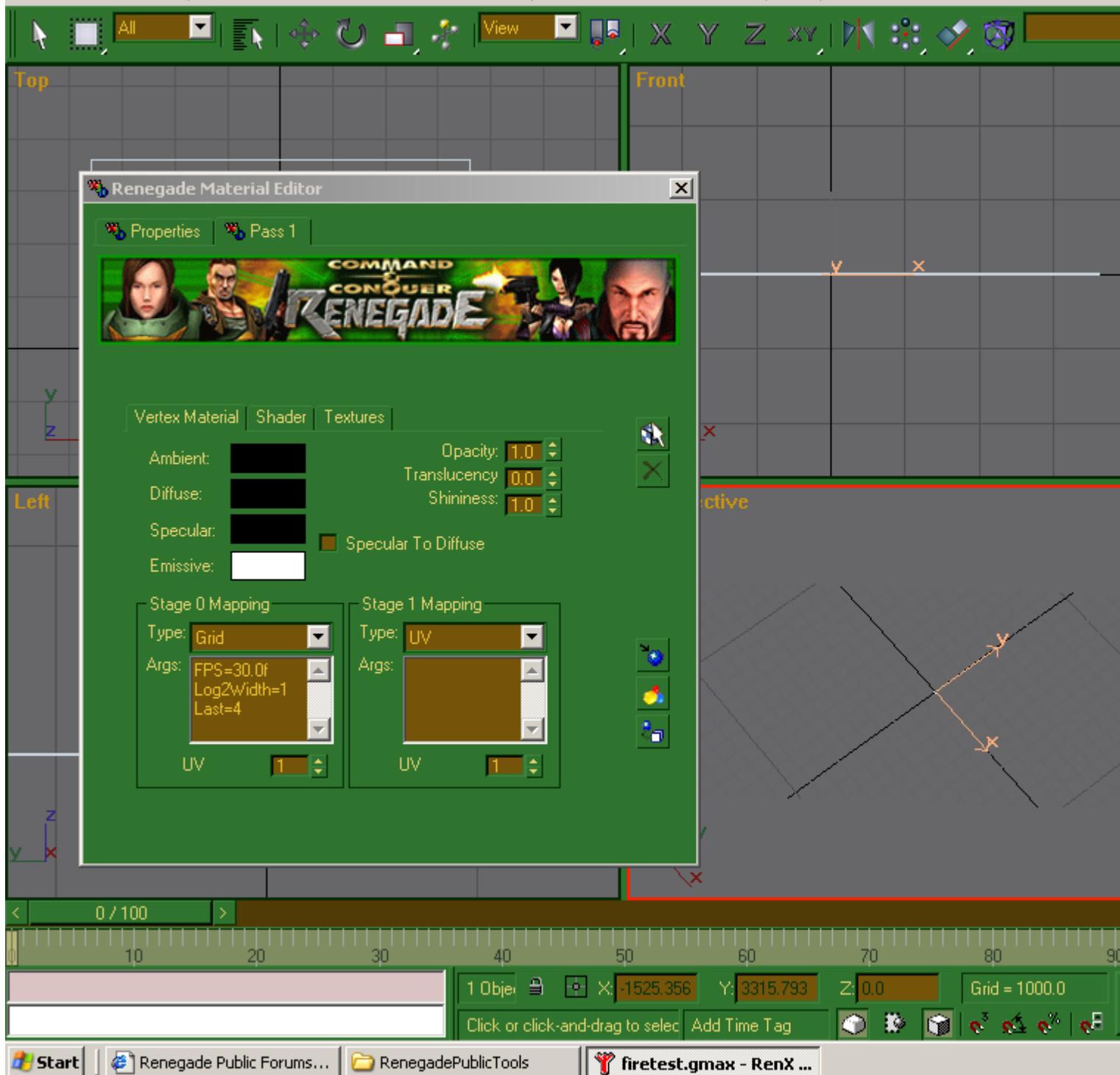
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If this doesn't clear things up I have no clue what the problem is, you will have to state the problem in greater detail.

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File Attachments

1) [New Bitmap Image.png](#), downloaded 282 times



Subject: Re: How to setup a skin?

Posted by [Viking](#) on Wed, 08 Nov 2006 02:19:11 GMT

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OK THX!

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