
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 displays 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!!!

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 337 times


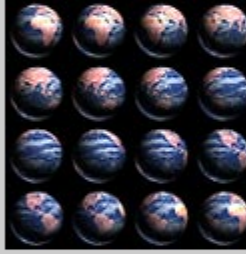


Vertex Material - Microsoft Internet Explorer

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

To help protect your security, Internet Explorer has restricted this file from showing active content that could access your computer. Click here for options.

<p>Grid: <i>NEW</i></p>		<p>For use with a "Grid Bitmap" Similar to how the "Frame / UCoordinate" works in the emitter, this texture is divided into individual frames that the computer reads as a grid, left to right, top to bottom, one frame per section of the grid as a single frame, then the next frame then so on, until it cycles through back to the first frame, creating an animated map. You can Adjust the speed of your map in frames per second (FPS).</p> <p>Args: FPS=(float) e.g: 29.5 Log2Width=(int) e.g: 2</p> <p>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)</p>
<p>(e.g. Of a Grid Map)</p>		
<p>Rotate: <i>NEW</i></p>		<p>Rotates a texture map about a specified center. The speed of the rotation is measured in 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 rotate about the center of the map, make the UCenter and VCenter values of "0.5".</p> <p>Args: Speed=(float) e.g: 2 UCenter=(float) e.g: 0.5 VCenter=(float) e.g: 0.5</p>
<p>Sine: <i>NEW</i></p>		<p>Moves the texture map around in the shape of a lissajous figure. (You can create figure 8's)</p> <p>Args: UAmplitude=(float) e.g: 1</p>

Done

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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?

Subject: Re: How to setup a skin?

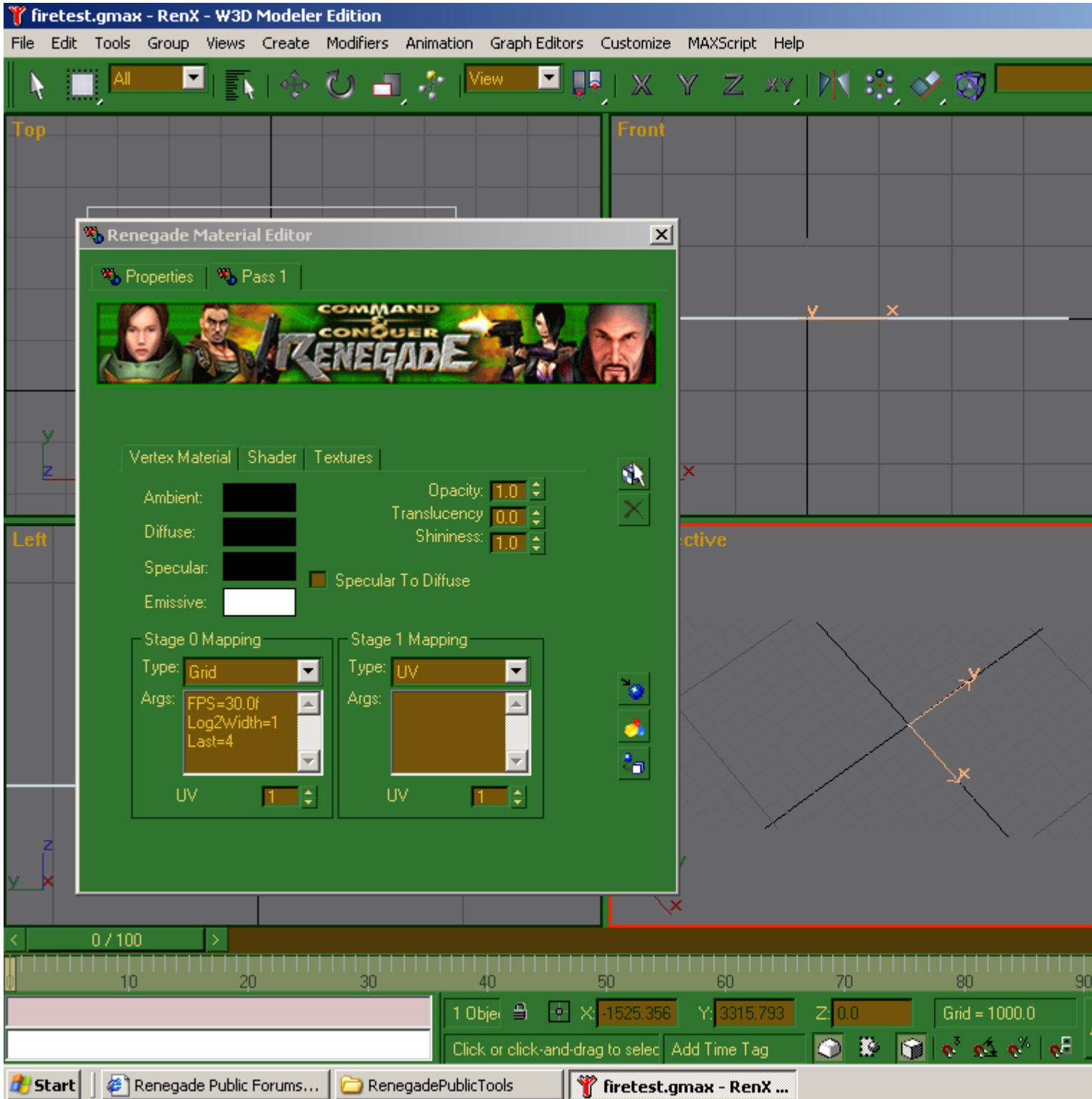
Posted by [Jerad2142](#) on Wed, 08 Nov 2006 02:15:28 GMT

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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.

File Attachments

1) [New Bitmap Image.png](#), downloaded 323 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!
