Subject: Need UVW help(good math helps even)
Posted by Blazea58 on Tue, 06 Feb 2007 12:02:38 GMT
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Well i have come to a dead end trying to make a movie for my movie theatre in roleplay2, and i cannot figure out the exact number for Uvw for the first frame to be exact. My movie right now plays from left to right but scrolls down a bit as it goes since it is not the exact arg settings i need. Now if anyone being someone with good math skills or someone who has experimented with anything over 32 images for grid mapping, maybe they can assist me for what my mapping args should be. I have done this with 16 images and it was alot easier to calculate lol.

Thats a test texture if anyone wants to try in renx and tell me what args i need.

I strictly would need it to only show 1 frame on the mesh then with the grid args it will flow to all the rest of the images then repeat. Thanks in advance

Subject: Re: Need UVW help(good math helps even)
Posted by Blazea58 on Tue, 06 Feb 2007 15:20:32 GMT
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Let's say Bob had 5x5 metres of grass to cut, but he wanted to do it in 64 different sections, how much distance would it be for one of the 64 sections, given he only had an 8x8 grid area to fill? o.O

Subject: Re: Need UVW help(good math helps even)
Posted by Blazea58 on Wed, 07 Feb 2007 09:01:02 GMT
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Well i cant edit my post, but i did figure it out after many hours of messing with the args. For future reference to play all 64 images on my texture, i had to make a 5.12x5.12 plane, then i used these args for my Grid mapping
FPS=1.0
Log2Width=3

Then for the UVW mapping, i had to go through alot of time just figuring out exactly what numbers to put.

78.092
5.328
1.0

Utile=0.11
Vtile=1.875
1.0

Anyways it works now, so no need for this topic anymore other then if someone wanted movies in thier map its possible especially if you use 64 images on a texture, then have an animation that moves one plane infront of the next every 64 seconds, or however long your movie takes to play.