

Overview

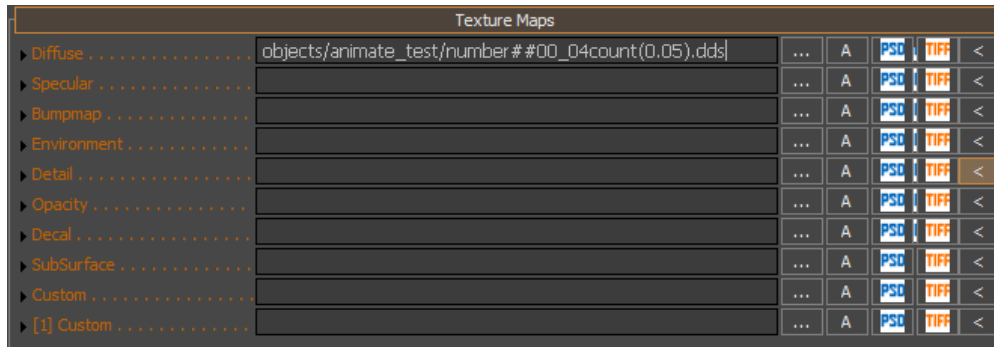
In order to animate textures in Sandbox, you need to have a particular name in the material editor like this.

For a hands-on example please download this sample package [here](#).

Naming in the Material Editor

.../number##ns_necount(0.5).dds

- **number** - Start of the texture name.
- **##** - Digits of animated sequence (two characters # mean two digits of animated sequence).
- **ns_ne** - This is the first and last numbers of animated sequence respectively.
- **count** - Optional end of texture name.
- **(0.5)** - Optional time of single frame in seconds (default value is 0.05 seconds = 50 ms).

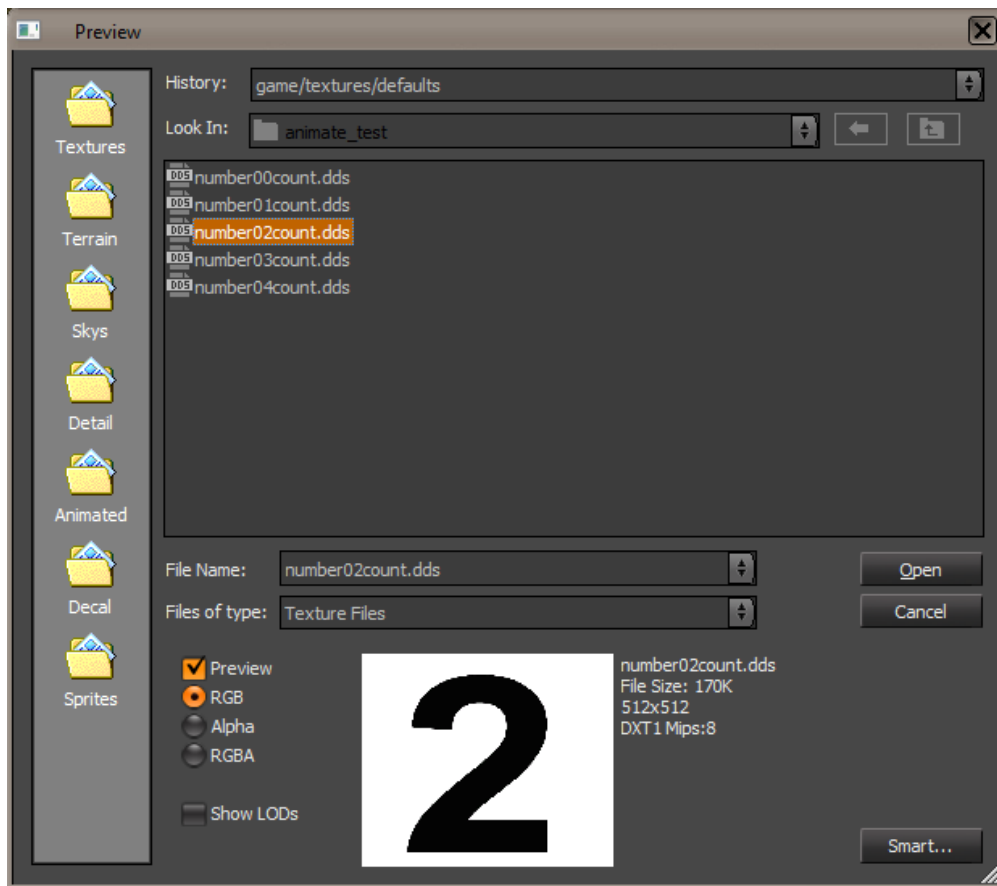


Here is an example of the texture in the material editor: **objects/number##00_04count(0.5).dds**

Texture names themselves

Then the actual textures should have the following names: number00count.tif, number01count.tif, ..., number05count.tif.

It's also possible to use the format: **number00##**. In this case the engine will try to load all textures from name number0000 until the last texture file that's available.



Example texture files