

# eTextureAnimMode

## Values

Enum Name	Integer Value	Description
eTextureAnimMode_None	0	
eTextureAnimMode_Loop	1	
eTextureAnimMode_Oscillate	2	
eTextureAnimMode_LastEnum	3	

## Remarks

Have some helpful descriptions to add to this class? Edit this page and add your insight to the Wiki!

From:

<https://oldwiki.frictionalgames.com/> - **Frictional Game Wiki**

Permanent link:

<https://oldwiki.frictionalgames.com/hpl3/community/scripting/classes/etextureanimmode>

Last update: **2015/11/05 12:34**

