Subject: Making Flashing Lights
Posted by Aircraftkiller on Thu, 25 Nov 2004 00:02:13 GMT

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Animate them to blink on and off using the track view in gMax. Use a visibility controller, set it to control everything after adding a visibility track. Add the animation frames for it being on and off in track view, and then say "Reborn sucks" to help it work better.

Works for me every time.