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Subject: Flickering meshes

Posted by [R315r4z0r](#) on Wed, 07 Feb 2007 21:01:52 GMT

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I am trying to make a light beam enter into a cave through a hole in the ceiling.

I made the beam, put a good texture on it, and made it just perfectly transparent to give off the effect of a beam of light.

BUT There is a problem, when ever I change my position, the beam of light either turns bright white, disappears, or turns red.

Anyone have the slightest idea why it is doing that?

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