Subject: Re: flashing light, how?

Posted by Slave on Sun, 20 Jan 2008 02:14:49 GMT

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-post deleted, I found the solution I was looking for-

It doesnt involve any grid texture.

What you need is

and a small, 1 pixel wide texture with your flash pattern.

Create a plane, hit M, and do this.

At this point my gmax crashed. No save. Anyway... Texture 1 is the flash. Texture 2 the gradient.

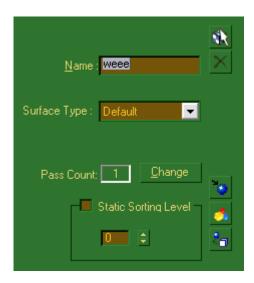
This "should" work.

File Attachments

1) lightflash.png, downloaded 435 times



- 2) gradient.png, downloaded 438 times
- 3) 1.png, downloaded 426 times



4) 2.png, downloaded 409 times



5) 3.png, downloaded 426 times

