Subject: Re: flashing light, how? Posted by Slave on Sun, 20 Jan 2008 02:14:49 GMT View Forum Message <> Reply to Message

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

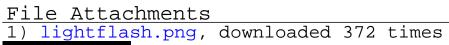
It doesnt involve any grid texture. What you need is

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.

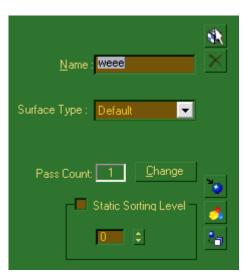
This "should" work.





- 2) gradient.png, downloaded 375 times
- 3) 1.png, downloaded 364 times

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4) 2.png, downloaded 347 times



5) 3.png, downloaded 360 times

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