Subject: Re: flashing light, how?
Posted by Slave on Mon, 21 Jan 2008 23:34:13 GMT
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The crash was no serious issue, I just didn't feel like recreating this sample.

The last stap should be pretty simple.
Stage 0 Texture: lightflash.tga
Stage 1 Texture: gradient.tga

Hit apply, and you're done.
You dont need to do anything else when working with just one plane.

-edit-
You could give gradient.tga some funky colors to create a light that changes color all the time.
You can also play with the Detail Color on the shader tab.
Set it so something else than scale to achieve random effects.