
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?

Subject: Re: Flickering meshes

Posted by [Canadacdn](#) on Wed, 07 Feb 2007 21:10:47 GMT

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Do you have any lights near it? That might be causing it.

Subject: Re: Flickering meshes

Posted by [Jerad2142](#) on Wed, 07 Feb 2007 21:14:51 GMT

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What scripts version are you using?

Subject: Re: Flickering meshes

Posted by [R315r4z0r](#) on Wed, 07 Feb 2007 21:34:48 GMT

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It shouldn't be a problem with the scripts. I didn't put the script folder in to the mod yet. (I didn't try this in renegade itself, it is doing it in level editor)

It is doing this in Level editor. And since I am still working on the basic terrain it is in, there are no lights near it.

Subject: Re: Flickering meshes

Posted by [Jerad2142](#) on Wed, 07 Feb 2007 21:45:27 GMT

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Make sure all textures are in (the big W can cause some weird effects if a texture is missing and it is added to another texture).

Subject: Re: Flickering meshes
Posted by [R315r4z0r](#) on Thu, 08 Feb 2007 01:51:35 GMT
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The texture isn't missing either. I can see it is there.

This is what I did:

Since it is transparent, it gets really messed up when I compute vertex solve it, so I did that to the map first, THEN added the beam of light.

This way, the light stays transparent, and doesn't cast shadows.

I used the texture 19_Dust.tga (I think that is it)
and I made it scroll by making it an alpha blend, setting it to liner Offset, and giving it
VPerSec=0.12

It looks pretty good, without the flickering I mean.

EDIT:

Here is a small 20 second video of what it looks like:

<http://s27.photobucket.com/albums/c175/r315razor/maping%20updates/?action=view&am;am;current=LevelEdit2007-02-0720-56-26-76.flv>

(Little blurry, so it is hard to see what it looks like when the light is dimm)

Subject: Re: Flickering meshes
Posted by [Jerad2142](#) on Thu, 08 Feb 2007 02:15:03 GMT
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Compute Vertex Solve it, and edit its light settings to emissive (RenX only) to white, and the rest to black.

Subject: Re: Flickering meshes
Posted by [R315r4z0r](#) on Thu, 08 Feb 2007 03:12:29 GMT
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AWESOME!! It works!!

Thanks soo much!
