
Subject: Flasing lights trouble :\
Posted by [crazfulla](#) on Tue, 30 Mar 2010 06:43:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Got a slight problem with the flashing lights tutorial (here)

The light doesn't flash, and you have to be a certain distance away from it before it becomes visable. Any ideas when I am doing wrong?

Subject: Re: Flasing lights trouble :\
Posted by [Slave](#) on Fri, 16 Apr 2010 21:21:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Upload your scene. It's hard to tell what's wrong from our point of view.

Subject: Re: Flasing lights trouble :\
Posted by [my486CPU](#) on Fri, 02 Jul 2010 18:14:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

This works for me:

Pass1

Texture

stage 0 texture
lightflash.tga or red_spot2.tga

Vertex Material

stage 0 mapping
Type: Linear Offset
Args: UPerSec=-.5
UScale=.001

Shader

Blend mode: Add
Advanced
Detail Color: Scale

Subject: Re: Flasing lights trouble :\
Posted by [Slave](#) on Sun, 04 Jul 2010 00:42:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

This was meant as a follow up for the flashing light tutorial, showing how to do a multi layered flashing light.

The tutorial was never written, but it follows the same principles as the basic tutorial.

The rar contains the w3d, gmax and all sample textures.

File Attachments

- 1) [advanced.rar](#), downloaded 229 times
-