
Subject: Re: Where is this located?

Posted by [Jerad2142](#) on Mon, 08 Jan 2007 04:17:28 GMT

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Wow... You guys are scaring me.

Okay anyway, here is the texture. The games engine takes the vertical (or horizontal, its been awhile since I messed with it) row of pixels and scrolls to the left (or maybe right, or up and down) displaying the entire vertical coulomb of pixels stretched over the entire length of the beam, thats how you make the beam animate (mess with it for a while and you will see what I mean).

File Attachments

1) [blue_triple.png](#), downloaded 363 times

