
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/aming%20updates/?action=view¤t=LevelEdit2007-02-0720-56-26-76.flv>

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