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Subject: Re: flashing light, how?

Posted by [Slave](#) on Sun, 20 Jan 2008 02:14:49 GMT

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-post deleted, I found the solution I was looking for-

It doesn't involve any grid texture.

What you need is

and a small, 1 pixel wide texture with your flash pattern.

Create a plane, hit M, and do this.

At this point my gmax crashed. No save. Anyway...

Texture 1 is the flash. Texture 2 the gradient.

This "should" work.

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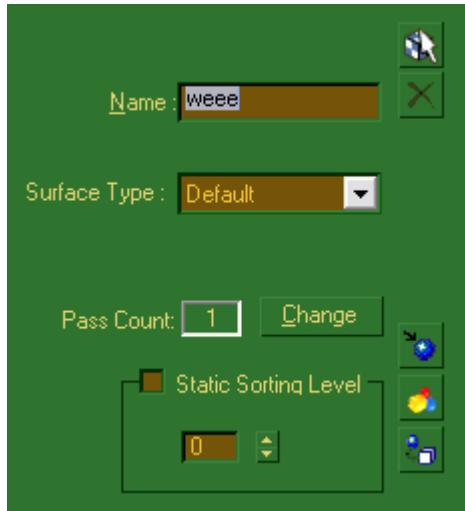
File Attachments

1) [lightflash.png](#), downloaded 511 times

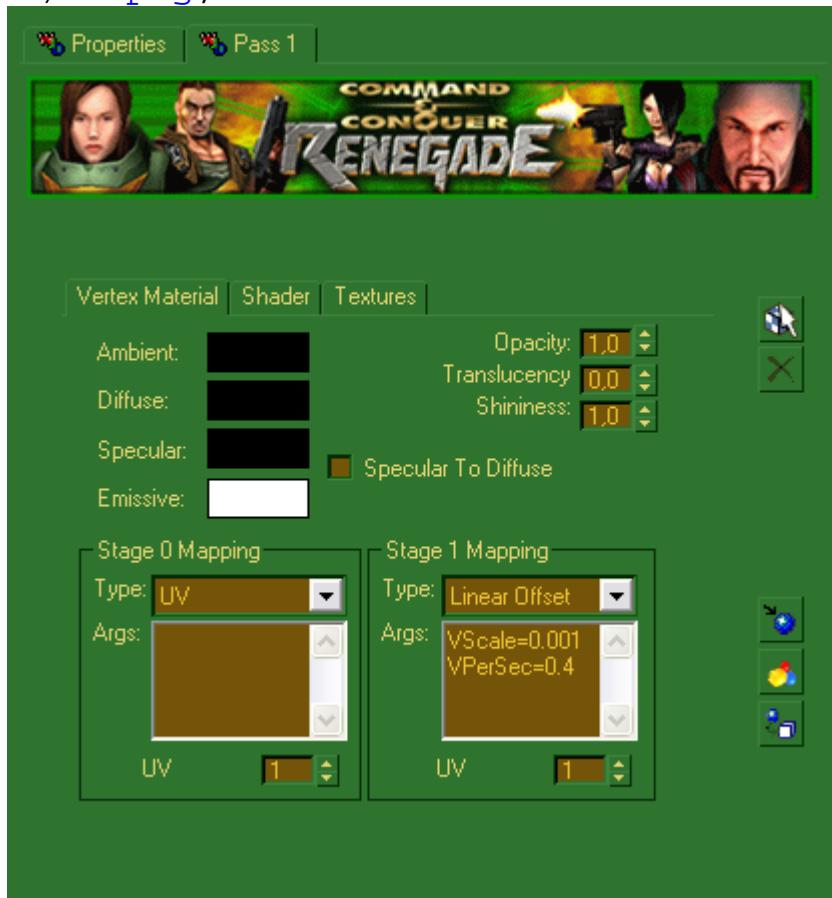


2) [gradient.png](#), downloaded 514 times

3) [1.png](#), downloaded 501 times



4) [2.png](#), downloaded 483 times



5) [3.png](#), downloaded 501 times

