
Subject: Making Flashing Lights
Posted by [WNxCABAL](#) on Wed, 24 Nov 2004 22:52:55 GMT
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Can anyone show me how you would create flashing lights in RenX?
An example can be found on the orca:

All the help would be much appreciated!

Subject: Making Flashing Lights
Posted by [Aircraftkiller](#) on Thu, 25 Nov 2004 00:02:13 GMT
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Animate them to blink on and off using the track view in gMax. Use a visibility controller, set it to control everything after adding a visibility track. Add the animation frames for it being on and off in track view, and then say "Reborn sucks" to help it work better.

Works for me every time.

Subject: Making Flashing Lights
Posted by [Doitle](#) on Thu, 25 Nov 2004 00:29:23 GMT
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Aircraftkillerand then say "Reborn sucks" to help it work better.

Works for me every time.

Startling insight into how Ren Alert came to work so well... lol

We see Oblivion working on RenRevolver

Oblivion: Reborn sucks? *poof* Whoah! A new Character model! Reborn sucks... *poof*
Awesome, a 10 gallon hat!

lol

Subject: Making Flashing Lights
Posted by [glyde51](#) on Thu, 25 Nov 2004 00:55:52 GMT
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aircraftkiller can be a bitch even after leaving renegade?

ouch, he gave me a black eye...

Subject: Making Flashing Lights
Posted by [icedog90](#) on Thu, 25 Nov 2004 00:59:03 GMT
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Who said he left the Renegade community?

Subject: Making Flashing Lights
Posted by [YSLMuffins](#) on Thu, 25 Nov 2004 01:48:04 GMT
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I hope you got the help you needed.
