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Subject: Flasing lights trouble :\  
Posted by [crazfulla](#) on Tue, 30 Mar 2010 06:43:02 GMT  
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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?

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Subject: Re: Flasing lights trouble :\  
Posted by [Slave](#) on Fri, 16 Apr 2010 21:21:20 GMT  
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Upload your scene. It's hard to tell what's wrong from our point of view.

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Subject: Re: Flasing lights trouble :\  
Posted by [my486CPU](#) on Fri, 02 Jul 2010 18:14:13 GMT  
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This works for me:

Pass1

Texture

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stage 0 texture

lightflash.tga or red\_spot2.tga

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Vertex Material

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stage 0 mapping

Type: Linear Offset

Args: UPerSec=-.5

UScale=.001

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Shader

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Blend mode: Add

Advanced

Detail Color: Scale

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Subject: Re: Flasing lights trouble :\  
Posted by [Slave](#) on Sun, 04 Jul 2010 00:42:27 GMT  
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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

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- 1) [advanced.rar](#), downloaded 235 times
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