

---

Subject: Flasing lights trouble :\  
Posted by [crazfulla](#) on Tue, 30 Mar 2010 06:43:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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 whan I am doing wrong?

---

---

Subject: Re: Flasing lights trouble :\  
Posted by [Slave](#) on Fri, 16 Apr 2010 21:21:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Upload your scene. It's hard to tell what's wrong from our point of view.

---

---

Subject: Re: Flasing lights trouble :\  
Posted by [my486CPU](#) on Fri, 02 Jul 2010 18:14:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This works for me:

Pass1

Texture

-----

stage 0 texture

lightflash.tga or red\_spot2.tga

-----

Vertex Material

-----

stage 0 mapping

Type: Linear Offset

Args: UPerSec=-.5

UScale=.001

-----

Shader

-----

Blend mode: Add

Advanced

Detail Color: Scale

-----

---

Subject: Re: Flasing lights trouble :\  
Posted by [Slave](#) on Sun, 04 Jul 2010 00:42:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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

---

1) [advanced.rar](#), downloaded 135 times

---