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 whan I am doing wrong?

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.

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
----
 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

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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
1) advanced.rar, downloaded 181 times