
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 doesnt 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.

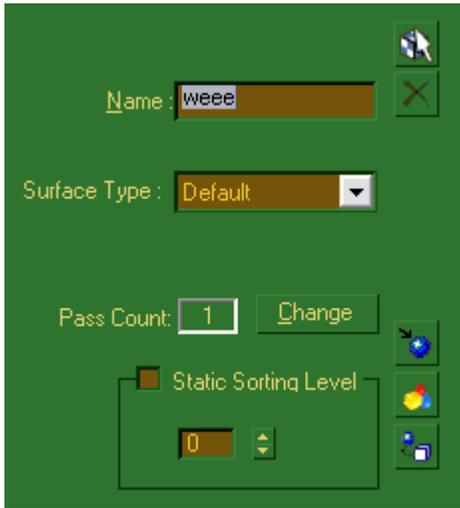
File Attachments

1) [lightflash.png](#), downloaded 587 times



2) [gradient.png](#), downloaded 583 times

3) [1.png](#), downloaded 576 times



4) [2.png](#), downloaded 556 times



5) [3.png](#), downloaded 574 times

Properties Pass 1



Vertex Material Shader Textures

Blend

Blend Mode: Add

Custom

Src: One Dest: One

Write ZBuffer Alpha Test

Advanced

Defaults	Pri Gradient: Modulate	Sec Gradient: Disable
Depth Cmp: Pass LEqual	Detail Color: Scale	Detail Alpha: Disable