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.

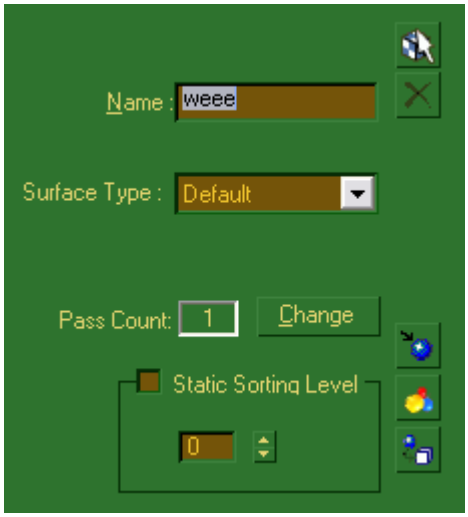
This "should" work.

File Attachments

1) lightflash.png, downloaded 507 times

2) gradient.png, downloaded 509 times

3) 1.png, downloaded 497 times



4) 2.png, downloaded 479 times

5) 3.png, downloaded 497 times

Properties
Pass 1
COMMAND & CONQUER RENEGADE
Vertex Material
Shader
Textures
Blend
Blend Mode:
Add
Custom
Src:
One
Dest:
One
Write ZBuffer
Alpha Test
Advanced
Pri Gradient:
Sec Gradient:
Defaults
Modulate
Disable
Depth Cmp:
Detail Color:
Detail Alpha:
Pass LEqual
Scale
Disable