
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
