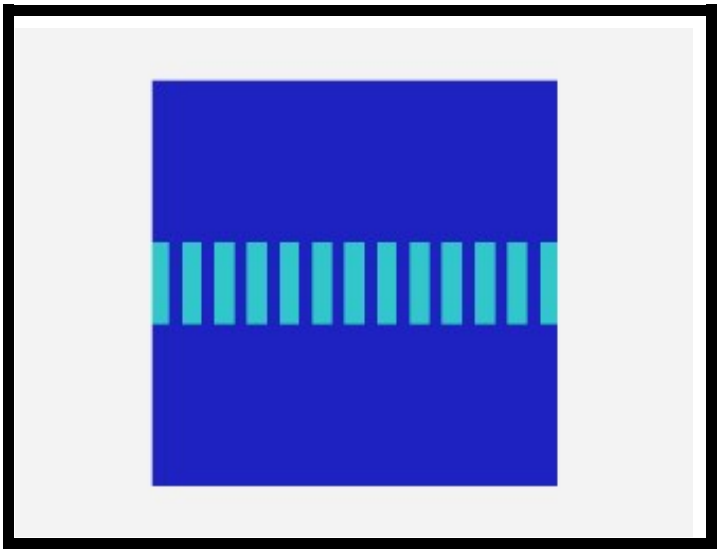
chaser.itx

Type : Specific Application, flat or tubular shape: Color, Bright, Filter,Reflect, Animatable.



Used statically, this texture can be used to paint a row of windows (bright and not bright) onto a building or like on a space ship. By animating, you can do all kinds of chasing and random blinking effects − ie. LED bar graphs, ping−pong LEDs, landing strip strobing lights, blinking light patterns on flying saucers, etc.
Axis alignment: The texture is completely clipped by the texture axis bounding box. The Z axis clips the top/bottom and the X axis clips the Left/Right sides of the texture.

REQUESTER TABS

- ***Color***
  - ♦ Window Color: Sets the color of the windows
- ***Size***
  - ♦ Number of Windows : Sets the number of windows bounded by the texture axis. Setting this to negative with "Bright" turned on, will cause the windows that are not "On" to be drawn, but not drawn bright. Normally the not "On" lights will not be drawn at all.
  - ♦ Window Size (0..1) : Sets the size of each window within the bounded region
  - ♦ Percent On (0..100) : Sets what percentage of the Number of Windows will be drawn
- ***Controls***
  - ♦ Bright (0..1) : Turns Brightness On/Off − morphing not currently supported
  - ♦ Filter (0..1) : Sets the filter value of the windows
  - ♦ Reflect (0..1) : Sets the reflect value of the windows
  - ♦ Flat X/Wrap Z (0/1) : Sets the mapping method, Flat along X or Cylindrically around Z (morphable)
  - ♦ Shape Rect/Rnd(0/1) : Sets the shape of the windows to either rectangular or roundish
  - ♦ On Ordered/Rnd (0/1) : Sets the "On" windows to all group together, or randomly space apart (morphable)
  - ♦ Random Seed (0..1) : This is a seed value for the random spacing above
- ***Animate***
  - ♦ Time (0..1) : This is the animation tweening parameter. Using a negative value in this parameter will cause the animation sequence to ping−pong as opposed to running normally from start to finish.
  - ♦ Intensity (0..1) : This sets the intensity of this texture when applied over others
  - ♦ Animate Random (On or Off) : This sets the animation mode from chasing to random blinking (morphable)