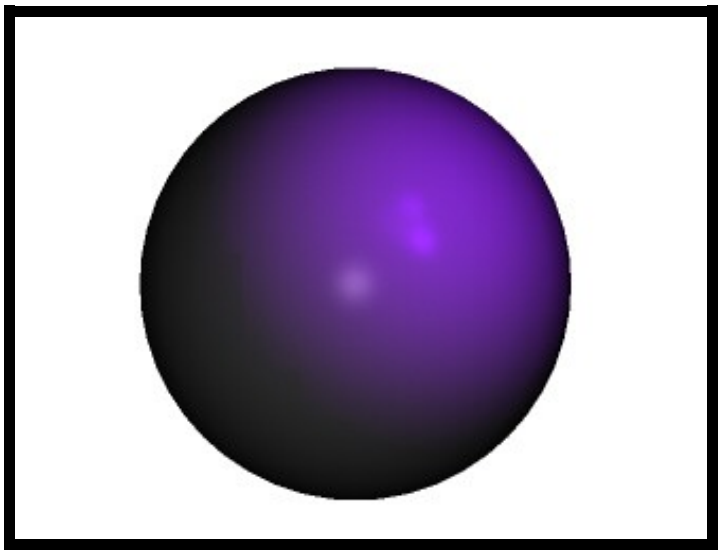
strobe.itx

Type: All Lights

Strobe if an animated light texture that morphs a light cyclically from one color to another. This is not the harsh flash that happens with a real strobe, but a more gradual cycling of the light.



REQUESTER TABS

- ***Color***
  - ♦ Light Color 1 and 2 : These a are the two colors that the light will cycle between.
- ***Animate***
  - ♦ Strobe Cycles : This parameters sets how many times the light will cycle from color 1 to color 2 in a single animation cycle (or texture morph depending upon how you want to look at it).
  - ♦ Dist Traveled : This is the animation position tween control variable. To animate this texture you have to morph between two lights with this texture on them. Set up all the texture parameters to be the same, but have the Distance Traveled set to 0.0 in one and 1.0 in the other. Morph these two lights, and that is one animation cycle.