Subject: Re: CnC Reborn Update: Nod Buggy
Posted by Spice on Wed, 17 Aug 2005 06:31:17 GMT

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CommandoSR wrote on Mon, 15 August 2005 07:49Renardin6 wrote on Sun, 14 August 2005 20:31We finished the Nod Buggy. You can see it on a 'w3d viewer' pic and on a dark map to show the lights we added. Enjoy.

You should be using Dazzle headlights instead. They can be turned on and off depending on if you're driving the vehicle. The fixed Dazzle.ini is part of the RenCommando source files.
http://www.cnc-source.com/files/pafiledb.php?action=file&amp ;amp ;id=551

How to set up the headlights:
Copy dazzle.ini to W3D viewer, mod Data and Gmax directories.
Create a plane (not a box because the light can be easily misplaced, just see the Renegade Humvee) about the size of the head/taillight and in W3D options, make it invisible and choose Dazzle as type. You're looking for the following: REN_BRAKELIGHT and REN_HEADLIGHT.

I would use your dazzle.ini if there was a way to hide other objects with the headlight bone. Such as the headlamp effects and the exahust fumes.
I tried linking them together but it didn't work. Got any idea's?