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Subject: Re: Dazzle/Headlight problem

Posted by [Jerad2142](#) on Mon, 22 Oct 2007 16:38:50 GMT

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Dealman wrote on Sun, 21 October 2007 11:24: Hey there, I searched a bit on this forum and found I could make headlights with help of Dazzle. But my headlights won't show up in-game. What have I done wrong?

Here's what I did:

I added 1 plane at each headlight at each tread on my tank. (Light1, Light2).

I link the planes to my treads.

I put Dazzle.ini in my plugin folder in 3DS Max 8.

I choose Dazzle, Hide.

I choose "REN\_HEADLIGHT" at the dazzle menu thingy.

I save and export my work and try it in-game, still no headlights. I've also tried to change time in-game to midnight but still no lights.

Any help would be really appreciated!

Thanks in advance!

//Dealman

For starters don't link them to the treads (link them to the origin bone or something like that), and try it using the sun dazzle effect first, as that one is actually visible. And definitely don't hide them, leave hide unchecked.

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