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Subject: Re: dazzle.ini

Posted by [Jerad2142](#) on Sun, 22 Mar 2009 16:57:42 GMT

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Okay, after some research I figured out why your having a problem:

- ; HaloIntensityPow - 1.0 would be linear fadeout, smaller than that will steepen the curve (smaller hotspot)
- ; HaloSizePow - 1.0 would be linear fadeout, smaller than that will steepen the curve (smaller hotspot)
- ; FadeoutEnd - distance in meters where the halo and dazzle are completely faded out

FadeoutEnd has to reach 0 before HaloIntensityPow or HaloSizePow, otherwise the game tries to divide by zero, I suppose Westwood made it a case that if that happened it would set the Size to 1 for what ever reason, I'd assume to avoid a crash but at the same time let the editor know he didn't set it up right.

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