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Subject: Re: Vehicle break lights working opposite to stock Ren

Posted by [Jerad2142](#) on Fri, 27 Jun 2014 12:59:35 GMT

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danpaul88 wrote on Thu, 12 June 2014 08:25 Technically pushing S != braking, since S is also reverse.

Also I'd like to point out that in stock Renegade when you push S while traveling forward the wheels lock up, and the engine doesn't rev up until after your vehicle has come to a complete stop, thus in essence it is reverse.

Stock Implementation of brake lights:

Coasting (no keys pressed): Dim

Accelerating Forward: Dim

Accelerating Backward: Dim

Back Arrow Pressed while driving forward: Bright

Back Arrow Pressed while driving forward and turning: Bright

4.X Implementation of brake lights:

Coasting (no keys pressed): Bright

Accelerating Forward: Dim

Accelerating Backward: Dim

Back Arrow Pressed while driving forward: Dim

Back Arrow Pressed while driving forward and turning: Dim

I put brake lights on every vehicle in Rp2 (and there is a good 50+ different types of vehicles in it) so please understand why I'd be annoyed by them working less correct than the original implementation.

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