Subject: I want to make head lights... Any Ideas?
Posted by GrayWolf on Mon, 29 May 2006 18:19:35 GMT
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I want to make headlights for my cars.   I want them to look like the lights from the Nod spotlights or from the hangy lights.   They don't really need to illuminate anything i just want there to be lights on them.

Subject: Re: I want to make head lights... Any Ideas?
Posted by Mad Ivan on Mon, 29 May 2006 19:29:17 GMT
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erm... use dazzles?

Subject: Re: I want to make head lights... Any Ideas?
Posted by JeepRubi on Mon, 29 May 2006 19:53:01 GMT
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Make a hollow cylender and use a texture that fades off as it goes out further. Ive never made them but this is how you would do it5 im guessing.

Subject: Re: I want to make head lights... Any Ideas?
Posted by Halo38 on Mon, 29 May 2006 20:57:58 GMT
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Jeep Rubi wrote on Mon, 29 May 2006 15:53Make a hollow cylender and use a texture that fades off as it goes out further. Ive never made them but this is how you would do it5 im guessing.

yeah, thats how i'd do it too, for this game engine anyway

Subject: Re: I want to make head lights... Any Ideas?
Posted by Viking on Mon, 29 May 2006 21:27:27 GMT
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How do you make textures fade as they go farther away?

Subject: Re: I want to make head lights... Any Ideas?
Posted by YSLMuffins on Mon, 29 May 2006 21:53:05 GMT
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Use a single-pass alpha blend texture and vertex paint black the edge that dims off.

Subject: Re: I want to make head lights... Any Ideas?
Posted by Viking on Tue, 30 May 2006 03:59:35 GMT
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Huh?

Subject: Re: I want to make head lights... Any Ideas?
Posted by WNxCABAL on Tue, 30 May 2006 16:39:43 GMT
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idjit626 wrote on Tue, 30 May 2006 04:59Huh?

Huh?

Subject: Re: I want to make head lights... Any Ideas?
Posted by Jerad2142 on Thu, 06 Jul 2006 02:01:11 GMT
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It is possible you could even make the lights turn on and off depending if you were moving or not. To do this you would use the engine flame bones (Like on the orca, when its not moving the flames are shorter than when it is). But when it wasn't moving the head light effect would be inside the vehicle.

Subject: Re: I want to make head lights... Any Ideas?
Posted by Spice on Thu, 06 Jul 2006 03:19:25 GMT
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Better idea, Use the JFW_visible_occuapant script, the W3D being the headlight mesh and bones. When you enter the vehicle, they will be created. When you exit, they will be destoryed.

Subject: Re: I want to make head lights... Any Ideas?
Posted by danpaul88 on Thu, 06 Jul 2006 12:17:23 GMT
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heres an idea: stop bumping 2 month old topics... (not directed at you exdeath)