Subject: Lights
Posted by LR01 on Fri, 18 Apr 2008 19:57:28 GMT
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Never figured out how to, but how are those lights done that ajust size on distance?
It is just that I never really needed them, but I like to use them now, well, I hope you see what I mean
the orca for example has them aswel, well you know

Subject: Re: Lights
Posted by Gen_Blacky on Sat, 19 Apr 2008 01:35:59 GMT
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like emitters on a vehicle or imported lights on a map

Subject: Re: Lights
Posted by LR01 on Sat, 19 Apr 2008 08:58:00 GMT
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oops, after trying to import the orca, I saw it wasn't a mesh, but a dazzle

there I was looking for, dazzle
and that is no more then just checking dazzle

then a other question, how do I change the texture of the dazzle?
of did I mist a tutorial about dazzles?

Subject: Re: Lights
Posted by Jerad2142 on Mon, 21 Apr 2008 21:01:30 GMT
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Yes you can, edit dazzel.ini, make sure you can change the dazzel type in RenX.