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Subject: **dazzle.ini**

Posted by **Slave** on Thu, 31 Jul 2008 12:21:06 GMT

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States the following

; FadeoutStart      - distance in meters where the halo and dazzle start to fade out  
; FadeoutEnd      - distance in meters where the halo and dazzle are completely faded out

However, when getting further away from the dazzle than the FadeoutEnd distance. The brightness of said dazzle goes to 100% again, instead of 0%.

If I don't make sense, please tell, so I can post pics.

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Subject: **Re: *dazzle.ini***

Posted by **StealthEye** on Fri, 01 Aug 2008 11:00:19 GMT

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Please post pics.

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Subject: **Re: *dazzle.ini***

Posted by **Slave** on Fri, 01 Aug 2008 13:52:31 GMT

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Hey, since when is the maximum Files Per Message set to 1?

Had to work around it.

Toggle SpoilerToggle SpoilerToggle SpoilerToggle SpoilerToggle SpoilerToggle Spoiler

No life threatening bug or anything, I just happened to notice it.

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Subject: **Re: *dazzle.ini***

Posted by **\_SSnipe\_** on Fri, 01 Aug 2008 18:24:27 GMT

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hey thats cool....i need to try it

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Subject: **Re: *dazzle.ini***

Posted by **StealthEye** on Fri, 01 Aug 2008 23:49:40 GMT

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If you can make and send me something so I can test this I will have a look at it. I won't promise anything though, if it seems too hard to fix/figure out what the cause is I will not do it since it is, like you said, not a life threatening bug.

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**Subject: Re: [dazzle.ini](#)**  
Posted by [Slave](#) on Sat, 02 Aug 2008 00:48:55 GMT  
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Used to make the screenshots.  
Values lowered, to save some walkies.  
Thanks for looking at it.

**File Attachments**

1) [win.rar](#), downloaded 252 times

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**Subject: Re: [dazzle.ini](#)**  
Posted by [u6795](#) on Sat, 02 Aug 2008 01:19:40 GMT  
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That's actually pretty cool, despite the glitchyness. I tested this ingame too, it's quite sexy.

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**Subject: Re: [dazzle.ini](#)**  
Posted by [Zuess](#) on Tue, 10 Mar 2009 19:51:06 GMT  
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Need to enable shooting out those lights Slave!

Makes sniping a pain in the arse.

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**Subject: Re: [dazzle.ini](#)**  
Posted by [Good-One-Driver](#) on Thu, 12 Mar 2009 23:46:48 GMT  
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were do you get this i want it?

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**Subject: Re: [dazzle.ini](#)**  
Posted by [Craziac](#) on Fri, 13 Mar 2009 01:46:03 GMT  
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It's included in his post above:

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Subject: Re: *dazzle.ini*

Posted by [Jerad2142](#) on Fri, 20 Mar 2009 13:53:01 GMT

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Slave wrote on Fri, 01 August 2008 18:48 Used to make the screenshots.

Values lowered, to save some walkies.

Thanks for looking at it.

Which Dazzle entry are you using?

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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:

; HalоИntensityPow - 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 HalоИntensityPow 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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Subject: Re: *dazzle.ini*

Posted by [Slave](#) on Wed, 25 Mar 2009 20:16:31 GMT

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Arent HalоИntensityPow and HaloSizePow just constants in the calculation?

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Subject: Re: *dazzle.ini*

Posted by [dirtycop](#) on Thu, 26 Mar 2009 10:52:03 GMT

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So does anybody have a *dazzle.ini* that works right ?

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Subject: Re: *dazzle.ini*

Posted by [Jerad2142](#) on Sat, 28 Mar 2009 16:30:13 GMT

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dirtycop wrote on Thu, 26 March 2009 04:52So does anybody have a *dazzle.ini* that works right ?  
The only one I have is heavily modified for Renhalo, the other one is just default Renegade so  
their won't be any fixes there.

Slave wrote on Wed, 25 March 2009 14:16Arent *HaloIntensityPow* and *HaloSizePow* just  
constants in the calculation?

Dazzle looks better then halo anyways, dazzle goes invisible when you can't see where its  
emitting from, so it looks more realistic for vehicle lights.

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