
Subject: EMMITERS?

Posted by [slosha](#) on Sun, 30 Nov 2008 02:29:14 GMT

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No, I don't want these for "cheats". I actually just had a great idea! Neon under vehicles!!! How would I go about doing this? Or can someone do this for me??

Subject: Re: EMMITERS?

Posted by [samous](#) on Sun, 30 Nov 2008 02:35:23 GMT

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Neon under veh would be cool, unless they go stealth, in wich case you can the the neon still, but not the veh... pity. Good idea though.

Subject: Re: EMMITERS?

Posted by [slosha](#) on Sun, 30 Nov 2008 05:05:08 GMT

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samous wrote on Sat, 29 November 2008 20:35 Neon under veh would be cool, unless they go stealth, in wich case you can the the neon still, but not the veh... pity. Good idea though.

who says it had to be the tank... think about it before you look down on me :)

Subject: Re: EMMITERS?

Posted by [samous](#) on Sun, 30 Nov 2008 21:01:46 GMT

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if you play on Kamuix, Wittebolx, Atl4ntis, ect, you can add stealth to other vehs than the stank. Also, it can point out veh that u normally don't see that well (rly i think you can see all of them, but if your blind or some thing, lol).

EDIT: BTW: i want this, sounds really cool. Will anyone help him?

Subject: Re: EMMITERS?

Posted by [wittebolx](#) on Tue, 02 Dec 2008 13:40:48 GMT

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samous wrote on Sun, 30 November 2008 22:01 if you play on Kamuix, Wittebolx, Atl4ntis, ect, you can add stealth to other vehs than the stank. Also, it can point out veh that u normally don't see that well (rly i think you can see all of them, but if your blind or some thing, lol).

EDIT: BTW: i want this, sounds really cool. Will anyone help him?

About the stealth, a vehicle can be stealthed unless it has the lights like the orca has because when the orca is stealthed you will still see the light

also a neon sounds pretty cool, you can allways adjust the model and add some neon yourself. but.. ill see what i can do, but no promises.

by the time im done..scrin already published something...

Subject: Re: EMMITERS?

Posted by [Altzan](#) on Tue, 02 Dec 2008 14:49:49 GMT

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I tried following the emitter tutorial on RenHelp but it confused me a bit... guess I can't help out here

Subject: Re: EMMITERS?

Posted by [Gen_Blacky](#) on Tue, 02 Dec 2008 15:36:03 GMT

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make a emitter ,add the emitter in gmax scene by making a box and calling the name of the emitter so like e_neon_light, Then make it agraragte and export.

Subject: Re: EMMITERS?

Posted by [Scrin](#) on Tue, 02 Dec 2008 16:07:43 GMT

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slosha69 wrote on Sat, 29 November 2008 20:29No, I don't want these for "cheats". I actually just had a great idea! Neon under vehicles!!! How would I go about doing this? Or can someone do this for me??

'emitters' dont give you the 3d ambient light, for that you need dazzle

Subject: Re: EMMITERS?

Posted by [GEORGE ZIMMER](#) on Tue, 02 Dec 2008 17:42:18 GMT

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Yeah, emitters are just a 2d image being thrown around in some set pattern. It would hardly work well. Dazzle, however, could work well.

Subject: Re: EMMITERS?

Posted by [Gen_Blacky](#) on Tue, 02 Dec 2008 18:25:04 GMT

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you can also do it this way <http://renhelp.net/index.php?mod=Tutorials&action=view&id=137>

Subject: Re: EMMITERS?

Posted by [slosha](#) on Tue, 02 Dec 2008 21:20:13 GMT

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Blacky, or scrin, wanna make me a neon for the humvee

please

Subject: Re: EMMITERS?

Posted by [LiL KiLLa](#) on Tue, 02 Dec 2008 22:22:01 GMT

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why scrin? lol he can just change the skin colours of
a .dds file and the other stuff what he have is from
other peoples..
