
Subject: Making a Tree?

Posted by [Deactivated](#) on Thu, 25 Nov 2004 14:51:21 GMT

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Andy, to answer your Blink light question:

You need to copy the dazzle.ini from always.dat and place it in Gmax/RenX plugins directory. On the W3D properties tab in Gmax, select a mesh you want to act as a dazzle (blinklight), choose the Dazzle option and REN_BLINKLIGHT_RED from the dropdown list.
