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Subject: is there a way to mkae lights flicker?

Posted by [SomeRhino](#) on Wed, 16 Apr 2003 01:12:30 GMT

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You could consider this: Clone the area you want the lights to flicker on, and scale it down a bit so that it overlaps the main area. Apply a dark grey texture and set the blend mode to multiply. Use the track view to do a visibility animation, and place a proxy at the location. Export the model separately as a Hierarchical Animated Model. Set it to the preset corresponding to your proxie with StaticAnimPhys, and you should have some flickering lights in that location. The Renegade engine doesn't support real-time dynamic vertex lighting

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