Subject: Dazzle color change help
Posted by GrayWolf on Tue, 22 Aug 2006 04:51:55 GMT
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GrayWolf wrote on Mon, 21 August 2006 21:07

Using dazzle how do I do that?

I know how to use dazzle but not how to change the color of it... its always white or red...
I want to make 2, 1green and 1blue...

Apparently they are Thiima ReGenesis bullets.

I just want to know how they changed the colors of the dazzle.... atleast I think they used dazzle.

YSLMuffins wrote on Mon, 21 August 2006 23:20First, extract dazzle.ini from the always.dat and copy it to your gmax\gamepacks\Westwood\Renx\plugins directory. Start up Renx, and in the w3d export options, when you choose dazzle, a box should open up just under the geometry options, allowing you to specify the dazzle times.

As far as customizations go, you'll have to modify the game to get more than the standard dazzle types.

Edit: The renhelp FAQ page, just as a reference for this.

I know all of that... I know how to use dazzle. I want to know how to change the color of the lights.

I dont have to edit the game to get that becuase it's been done before without editing the game. Like I said they did it in the Thiima ReGenesis bullets pack.

Check this

  http://www.renegadeforums.com/index.php?t=msg&goto=-9828
80&rid=20823&srch=dazzle+color#msg_-982880

The guy says

example of a custom dazzle:

  http://www.planetcnc.com/sgtmay/images/previews/banshee_prev _09.jpg

This is the same flare effect you get from the L05_StreetLamp flare but with the two displayed flare textures changed to a tiberium green color and the halo glow color changed to green.

Eric.

Well the picture dosent work and what he says doesn't exspalin it too well but thats what I am looking for.