
Subject: Re: How to make 3d looking lights?

Posted by [Di3HardNL](#) on Thu, 28 Feb 2008 18:52:17 GMT

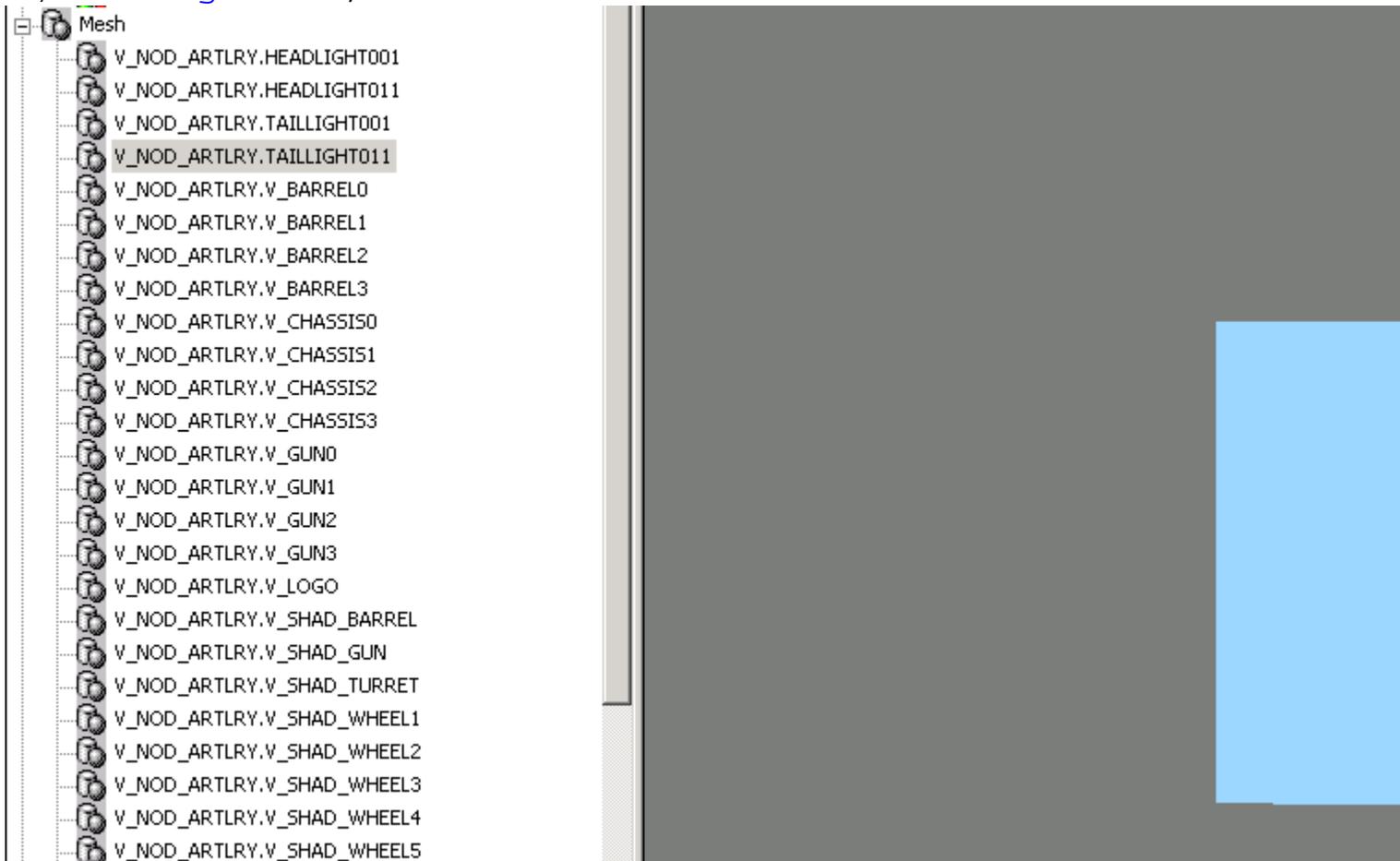
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But it isn't in the material-list for v_nod_artlry. I think its a mesh which can be given a light in renx. but how?

edit; look in my (taillight) screenshot, the lights only have a simple blue plane

File Attachments

1) [taillight.PNG](#), downloaded 341 times



2) [Wherethen.PNG](#), downloaded 345 times

- Materials
 - !m00.tga
 - !m01.tga
 - !m02.tga
 - nodlogo.tga
 - v_nod_artillery.tga
 - v_tire_heavy2.tga
 - v_tread_double.tga
- Mesh
 - Hierarchy
 - H-LOD
 - V_NOD_ARTLRY**
- Mesh Collection
 - Aggregate
 - Emitter
 - Primitives
 - Sounds

