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Subject: Re: "Ghetto" Dynamic Lighting

Posted by [Deactivated](#) on Sat, 01 May 2004 09:26:53 GMT

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SomeRhinoAlthough this has a few quarks right now, for the most part, headlights that cast light are possible in Renegade. I'll work on refining it, but it works like it should, and casts on vehicles, soldiers, hilly terrain, etc.

Basically, it's creative use of one of JonWil's new scripts and texture projectors. I'll give details once I get everything working on par.

Hey, if this was combined with my Vehicle lights thing, it would be great!

They turn off and on depending if you're on the vehicle.

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