

---

Subject: "Ghetto" Dynamic Lighting

Posted by [Deactivated](#) on Sat, 12 Jun 2004 14:25:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

drunkillbut with smoke how? like would you be able to shine lights on smoke and that part lights up? or do you just mean smoke coming out the pipe, but no on a continual animation... so it changes...

i'm lost

The script spawns an emitter and places it on the specified bone when you enter the vehicle.

---