
Subject: Flamethrower

Posted by [Renardin6](#) on Wed, 15 Sep 2004 09:28:49 GMT

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

I need a tutorial or help about some renegade features.

1) how do create a animated light like on the lazer chaingun of renegade or the lon weapon of sydney... ?

2) And so how do we add the little blue flame in front of a flamer ? (Like teh flamethrower of Renegade.)

Thank you for letting me know that asap.

(I hope explanations are good enough, I am a french speaking bastard...)

Subject: Flamethrower

Posted by [Deactivated](#) on Wed, 15 Sep 2004 11:12:51 GMT

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

Alpha-blended planes with LinearOffset setting: UPerSec=5

Subject: Flamethrower

Posted by [Doitle](#) on Wed, 15 Sep 2004 11:19:03 GMT

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

I would assume that for the flamethrower effect, they made them as a particle system in W3D Viewer. Make some particles coming out, go to the Color tab. Do like Blue, to Orange, to Yellow, to Red. Something as such.

Subject: Flamethrower

Posted by [YSLMuffins](#) on Wed, 15 Sep 2004 19:23:09 GMT

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

Quote:1) how do create a animated light like on the lazer chaingun of renegade or the lon weapon of sydney... ?

Do you want to duplicate the effect exactly, or simply mimic the effect some other way?

Edit: If you want to duplicate the effect exactly, you just need to focus on the settings in Level Edit. The projectile must be instantaneous (velocity of 400 or whatever), and just simply specify a simple texture for the beam and mess around with the RGB values.

Not sure about the second one...

Subject: Flamethrower

Posted by [Spice](#) on Wed, 15 Sep 2004 19:34:25 GMT

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

The flame in front of the Flame thrower is just a texture. You set it with the LinearOffset setting: UPerSec=5 , Like seaman said. It give's it a lively look to it. Just play around with the setting untill you get it the way you want it.

I would like to know how to make lights. I made a topic awhile back but nothign useful ever appeared. I want light's like on the com center in Aircraftkiller's C&C Mars.

Subject: Flamethrower

Posted by [YSLMuffins](#) on Wed, 15 Sep 2004 20:22:38 GMT

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

Those are dazzles. You need to copy dazzle.ini into gmax\gamepacks\westwood\RenX\plugins directory in order to export dazzles properly.

Just create a simple mesh in gmax and export it as a dazzle. The box just below all of the export options (which should say DEFAULT) should become active, and from there you can chose all the dazzles you need.

Subject: Flamethrower

Posted by [Spice](#) on Thu, 16 Sep 2004 16:11:54 GMT

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

Dazzle-Tastic How do I change there color? I chose Ren Blink light Red but It appeared like that.

Subject: Flamethrower

Posted by [YSLMuffins](#) on Thu, 16 Sep 2004 16:20:47 GMT

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

Try Ren_L5_Red Light.

Subject: Flamethrower

Posted by [Deactivated](#) on Thu, 16 Sep 2004 16:45:44 GMT

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

No, instead copy the dazzles.ini and replace the one found in w3d viewer directory.

Subject: Flamethrower
Posted by [Spice](#) on Thu, 16 Sep 2004 18:29:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

SeaManNo, instead copy the dazzles.ini and replace the one found in w3d viewer directory.

That worked. Thanks.

Subject: Flamethrower
Posted by [YSLMuffins](#) on Thu, 16 Sep 2004 19:28:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

SeaManNo, instead copy the dazzles.ini and replace the one found in w3d viewer directory.

Ooh, what texture do the dazzles use? E-master something.tga? They only appear as WW Logos with me... :-\

Subject: Flamethrower
Posted by [Renx](#) on Fri, 17 Sep 2004 00:00:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

EXdeath7<http://www.n00bstories.com/image.fetch.php?id=1107333421>

Dazzle-Tastic How do I change there color? I chose Ren Blink light Red but It appeared like that.

Neat, that looks like it's for RenAlert. What is it?(besides the obvious)

Subject: Flamethrower
Posted by [Spice](#) on Fri, 17 Sep 2004 03:04:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

RenxEXdeath7<http://www.n00bstories.com/image.fetch.php?id=1107333421>

Dazzle-Tastic How do I change there color? I chose Ren Blink light Red but It appeared like that.

Neat, that looks like it's for RenAlert. What is it?(besides the obvious)

I made it for when .992 was prime. It was a helipad for the soviets. It needs new textures and better uvw maps.

Subject: Flamethrower

Posted by [Dante](#) on Fri, 17 Sep 2004 04:26:12 GMT

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

YSLMuffinsSeaManNo, instead copy the dazzles.ini and replace the one found in w3d viewer directory.

Ooh, what texture do the dazzles use? E-master something.tga? They only appear as WW Logos with me... :-\

e_master.dds
