
Subject: Vehicular headlights?

Posted by [Anonymous](#) on Wed, 23 Oct 2002 19:03:00 GMT

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Is it possible to add working headlights to vehicles, or make vehicles with working headlights?
This will be very interesting for some Renegade racing ideas.

Subject: Vehicular headlights?

Posted by [Anonymous](#) on Wed, 23 Oct 2002 19:47:00 GMT

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I don't think it's possible to do sourcing, but dazzle should work. If you want to mimic a sourcing effect, maybe you could look into white translucent objects or something of the sort, although I don't know how well that would look in the end.

Subject: Vehicular headlights?

Posted by [Anonymous](#) on Wed, 23 Oct 2002 19:52:00 GMT

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You won't be able to lighten the terrain. :-/But the dazzles would work for headlights.

Subject: Vehicular headlights?

Posted by [Anonymous](#) on Wed, 23 Oct 2002 19:57:00 GMT

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That answers the question. I do not want to just have headlights that appear lighted. I want actual working headlights that light the terrain. I would like to have a map with little ambient light, so that headlights are needed to see where you go.

Subject: Vehicular headlights?

Posted by [Anonymous](#) on Wed, 23 Oct 2002 21:17:00 GMT

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that would make it hard for infantry.

Subject: Vehicular headlights?

Posted by [Anonymous](#) on Wed, 23 Oct 2002 22:10:00 GMT

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quote:Originally posted by DeafWasp:that would make it hard for infantry.Not with a sniper scope.

Subject: Vehicular headlights?

Posted by [Anonymous](#) on Thu, 24 Oct 2002 11:05:00 GMT

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quote:Originally posted by DeafWasp:that would make it hard for infantry.Ahh, but I said for the racing team. It is not necessary for infantry to run around the track. I can have them spawn in a lighted situation, to get vehicles, then go out into the dark track. Oh well, it won't work anyways.

Subject: Vehicular headlights?

Posted by [Anonymous](#) on Thu, 24 Oct 2002 11:10:00 GMT

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Dazzles don't show up on vehicles. Look at any Renegade tank in W3D Viewer. They all have dazzles, yet you don't see them in-game. The only reason the helicopter ones show up is because they're animated.

Subject: Vehicular headlights?

Posted by [Anonymous](#) on Fri, 25 Oct 2002 00:48:00 GMT

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quote:Originally posted by aircraftkiller2001:Dazzles don't show up on vehicles. Look at any Renegade tank in W3D Viewer. They all have dazzles, yet you don't see them in-game. The only reason the helicopter ones show up is because they're animated.Actually they do. But the dazzles that are assigned to the ones in the game do not function. The helicopter dazzles work because only 4 of the 8 dazzles are functioning. Which means WS turned off the functioning of the dazzles on the current vehicles. But one can still put a dazzle on it to simulate a headlight/tail-light.
