
Subject: dazzle.ini

Posted by [Slave](#) on Thu, 31 Jul 2008 12:21:06 GMT

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

States the following

; FadeoutStart - distance in meters where the halo and dazzle start to fade out
; FadeoutEnd - distance in meters where the halo and dazzle are completely faded out

However, when getting further away from the dazzle than the FadeoutEnd distance. The brightness of said dazzle goes to 100% again, instead of 0%.

If I don't make sense, please tell, so I can post pics.

Subject: Re: dazzle.ini

Posted by [StealthEye](#) on Fri, 01 Aug 2008 11:00:19 GMT

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

Please post pics.

Subject: Re: dazzle.ini

Posted by [Slave](#) on Fri, 01 Aug 2008 13:52:31 GMT

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

Hey, since when is the maximum Files Per Message set to 1?

Had to work around it.

Toggle SpoilerToggle SpoilerToggle SpoilerToggle SpoilerToggle SpoilerToggle Spoiler

No life threatening bug or anything, I just happened to notice it.

Subject: Re: dazzle.ini

Posted by [_SSnipe_](#) on Fri, 01 Aug 2008 18:24:27 GMT

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

hey thats cool....i need to try it

Subject: Re: dazzle.ini

Posted by [StealthEye](#) on Fri, 01 Aug 2008 23:49:40 GMT

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

If you can make and send me something so I can test this I will have a look at it. I won't promise anything though, if it seems too hard to fix/figure out what the cause is I will not do it since it is, like you said, not a life threatening bug.

Subject: Re: dazzle.ini
Posted by [Slave](#) on Sat, 02 Aug 2008 00:48:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Used to make the screenshots.
Values lowered, to save some walkies.
Thanks for looking at it.

File Attachments

1) [win.rar](#), downloaded 236 times

Subject: Re: dazzle.ini
Posted by [u6795](#) on Sat, 02 Aug 2008 01:19:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's actually pretty cool, despite the glitchyness. I tested this ingame too, it's quite sexy.

Subject: Re: dazzle.ini
Posted by [Zuess](#) on Tue, 10 Mar 2009 19:51:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Need to enable shooting out those lights Slave!

Makes sniping a pain in the arse.

Subject: Re: dazzle.ini
Posted by [Good-One-Driver](#) on Thu, 12 Mar 2009 23:46:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

were do you get this i want it?

Subject: Re: dazzle.ini
Posted by [Craziac](#) on Fri, 13 Mar 2009 01:46:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's included in his post above:

Subject: Re: dazzle.ini
Posted by [Jerad2142](#) on Fri, 20 Mar 2009 13:53:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Slave wrote on Fri, 01 August 2008 18:48 Used to make the screenshots.
Values lowered, to save some walkies.
Thanks for looking at it.
Which Dazzle entry are you using?

Subject: Re: dazzle.ini
Posted by [Jerad2142](#) on Sun, 22 Mar 2009 16:57:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Okay, after some research I figured out why your having a problem:

; HaloIntensityPow - 1.0 would be linear fadeout, smaller than that will steepen the curve
(smaller hotspot)
; HaloSizePow - 1.0 would be linear fadeout, smaller than that will steepen the curve
(smaller hotspot)
; FadeoutEnd - distance in meters where the halo and dazzle are completely faded out

FadeoutEnd has to reach 0 before HaloIntensityPow or HaloSizePow, otherwise the game tries to divide by zero, I suppose Westwood made it a case that if that happened it would set the Size to 1 for what ever reason, I'd assume to avoid a crash but at the same time let the editor know he didn't set it up right.

Subject: Re: dazzle.ini
Posted by [Slave](#) on Wed, 25 Mar 2009 20:16:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Arent HaloIntensityPow and HaloSizePow just constants in the calculation?

Subject: Re: dazzle.ini
Posted by [dirtycop](#) on Thu, 26 Mar 2009 10:52:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

So does anybody have a dazzle.ini that works right ?

Subject: Re: dazzle.ini

Posted by [Jerad2142](#) on Sat, 28 Mar 2009 16:30:13 GMT

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

dirtycop wrote on Thu, 26 March 2009 04:52 So does anybody have a dazzle.ini that works right ?
The only one I have is heavily modified for Renhalo, the other one is just default Renegade so
their won't be any fixes there.

Slave wrote on Wed, 25 March 2009 14:16 Arent HaloIntensityPow and HaloSizePow just
constants in the calculation?

Dazzle looks better then halo anyways, dazzle goes invisible when you can't see where its
emitting from, so it looks more realistic for vehicle lights.
