Ok I Found Out How To Make Neon Lights. But its Not That Good

Ok You Know Diehards Mines Well import them In renx and put them under you veh  lol theres probably another way but this is the simpilist

File Attachments
1) neon.jpg, downloaded 1269 times

**Subject: Re: Neon Lights**
Posted by wubwub on Fri, 17 Jul 2009 21:39:10 GMT
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is that a model?

That looks very awsome!

---

**Subject: Re: Neon Lights**
Posted by anant on Fri, 17 Jul 2009 21:40:38 GMT
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interesting, looks neat. Get them pulsing

---

**Subject: Re: Neon Lights**
Posted by Good-One-Driver on Fri, 17 Jul 2009 21:41:07 GMT
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yea im expermiting right now in the ss light was in the back so i will need to put it in the front and it also causes a little lag

---

**Subject: Re: Neon Lights**
Posted by anant on Fri, 17 Jul 2009 21:43:45 GMT
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good job nevertheless

---

**Subject: Re: Neon Lights**
Posted by BlackDragonOfDarkness on Sat, 18 Jul 2009 03:26:54 GMT
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If that's an emitter you might try shortening the particle lifetime as well so that they don't look like a sparkler being swung around really fast, good job though.

---

**Subject: Re: Neon Lights**
Posted by Gen_Blacky on Sat, 18 Jul 2009 03:46:10 GMT
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the harv is farting lol , its your best mod thing yet.

---

Subject: Re: Neon Lights
Posted by Good-One-Driver on Sat, 18 Jul 2009 05:32:43 GMT
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Haha yea I'm still playin around but I will get it soon and (maby) realse it

Subject: Re: Neon Lights
Posted by Canadacdn on Sat, 18 Jul 2009 06:10:37 GMT
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GoodOneDriver wrote on Sat, 18 July 2009 00:32Haha yea I'm still playin around but I will get it soon and (maby) realse it

It looks like shit, don't get full of yourself like Scrin and these other dumbasses pretending somebody gives two fucks about your terrible mod. Try producing something worth downloading before taunting others with it.

Subject: Re: Neon Lights
Posted by ErroR on Sat, 18 Jul 2009 12:58:00 GMT
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Set the particle lifetime to about 0.200 seconds and set the emision rate to a high number. Also it's better for the number of particles not to exceed 80. (it's written on the bottom of the screen)

Subject: Re: Neon Lights
Posted by Good-One-Driver on Sat, 18 Jul 2009 21:16:45 GMT
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ok i almost got it

File Attachments
1) neon2.jpg, downloaded 954 times

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that is all

---

---

anant wrote on Sat, 18 July 2009 23:40
that is all

---

## Subject: Re: Neon Lights
Posted by C C_guy on Sun, 19 Jul 2009 05:04:14 GMT
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Canadacdn wrote on Sat, 18 July 2009 01:10GoodOneDriver wrote on Sat, 18 July 2009 00:32Haha yea I'm still playin around but I will get it soon and (maby) realse it

It looks like shit, don't get full of yourself like Scrin and these other dumbasses pretending somebody gives two fucks about your terrible mod. Try producing something worth downloading before taunting others with it.

I agree man , well put.

---

## Subject: Re: Neon Lights
Posted by Good-One-Driver on Sun, 19 Jul 2009 05:25:55 GMT
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Why are people from canada such fags they all act bad ass and act like they know everything (except you chiefpower you are good friend) first as you can tell it's my first emiter and this has been asked slot and I found out how to do it and 2nd the first pic was beta 2nd pic is stabler and 3rd if I want to be like scrim and not release my stuff I will ( I'll give it to a few peolpe) oh and those dumasses pretending haha that made me laugh they got more respect then you and don't release gay ass co-op shit that crashes and freezes your renegade

---

## Subject: Re: Neon Lights
Posted by anant on Sun, 19 Jul 2009 05:53:29 GMT
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im from Canada.
Just ignore them, they are proabbly jealous and will mock me for saying that, they can go fuck themselves for all I care

---

## Subject: Re: Neon Lights
Posted by LR01 on Sun, 19 Jul 2009 08:06:44 GMT
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GoodOneDriver wrote on Sun, 19 July 2009 07:25Why are people from canada such fags they all

---

act bad ass and act like they know everything (except you chiefpower you are good friend) first as you can tell it's my first emiter and this has been asked slot and I found out how to do it and 2nd the first pic was beta 2nd pic is stabler and 3rd if I want to be like scrim and not release my stuff I will ( I'll give it to a few peolpe) oh and those dumasses pretending haha that made me laugh they got more respect then you and don't release gay ass co-op shit that crashes and freezes your renegade

I don't think you need to see take it that so hard, he is just trying to give a hint. Though, I have to admit it could have been in a more friendly way.

---

Subject: Re: Neon Lights
Posted by ErroR on Sun, 19 Jul 2009 14:37:00 GMT
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Looks nice now  have to make a variety of colors available (separately)

---

Subject: Re: Neon Lights
Posted by Good-One-Driver on Sun, 19 Jul 2009 15:14:39 GMT
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LR01 wrote on Sun, 19 July 2009 03:06GoodOneDriver wrote on Sun, 19 July 2009 07:25Why are people from canada such fags they all act bad ass and act like they know everything (except you chiefpower you are good friend) first as you can tell it's my first emiter and this has been asked slot and I found out how to do it and 2nd the first pic was beta 2nd pic is stabler and 3rd if I want to be like scrim and not release my stuff I will ( I'll give it to a few peolpe) oh and those dumasses pretending haha that made me laugh they got more respect then you and don't release gay ass co-op shit that crashes and freezes your renegade

I don't think you need to see take it that so hard, he is just trying to give a hint. Though, I have to admit it could have been in a more friendly way.
Well it's not just from thies forums it's ingames too

---

Subject: Re: Neon Lights
Posted by anant on Sun, 19 Jul 2009 22:32:55 GMT
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Who cares what others think. I like it, its better that (what i could imagine) the average Renegade emitter's 30th emitter make or w/e you call it. Keep up the good work

---

Subject: Re: Neon Lights
Posted by R315r4z0r on Sun, 19 Jul 2009 23:05:31 GMT

Make different colors. Or make the colors blend.

You could also make it pulsate by setting each particle to start transparent, then go opaque, then go back to being transparent. The shorter the lifetime of the particle would mean faster pulsating lights.

---

Subject: Re: Neon Lights
Posted by anant on Sun, 19 Jul 2009 23:13:43 GMT

sweet! pulse ftw

---

Subject: Re: Neon Lights
Posted by InternetThug on Mon, 20 Jul 2009 03:45:02 GMT

Canadacdn wrote on Sat, 18 July 2009 01:10GoodOneDriver wrote on Sat, 18 July 2009 00:32Haha yea I'm still playin around but I will get it soon and (maby) realse it

It looks like shit, don't get full of yourself like Scrin and these other dumbasses pretending somebody gives two fucks about your terrible mod. Try producing something worth downloading before taunting others with it.

Nice life Canadacdn.  Grow up.

---

Subject: Re: Neon Lights
Posted by Altzan on Mon, 20 Jul 2009 04:12:04 GMT

anant wrote on Sun, 19 July 2009 17:32Who cares what others think. I like it, its better that (what i could imagine) the average Renegade emitter's 30th emitter make or w/e you call it. Keep up the good work

---

Subject: Re: Neon Lights
Posted by Good-One-Driver on Mon, 20 Jul 2009 05:04:07 GMT

Yea I made green cause it's my fab color but I will make other colors tell me which colors

---

Subject: Re: Neon Lights
Posted by LR01 on Mon, 20 Jul 2009 10:19:29 GMT
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GoodOneDriver wrote on Mon, 20 July 2009 07:04Yea I made green cause it's my fab color but I will make other colors tell me which colors

Blue? first color I come to think of whit neon lights

---

Subject: Re: Neon Lights
Posted by anant on Mon, 20 Jul 2009 10:35:44 GMT
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Exactly why he chose Green. Change it up a bit. Got you by surprise

---

Subject: Re: Neon Lights
Posted by Tupolev TU-95 Bear on Mon, 20 Jul 2009 18:05:06 GMT
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anant wrote on Mon, 20 July 2009 11:35Exactly why he chose Green. Change it up a bit. Got you by surprise


lol blue would sound better
Green would look like the vehicles are farting

---

Subject: Re: Neon Lights
Posted by ErroR on Mon, 20 Jul 2009 18:33:44 GMT
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ligh blue and blue outlines and white in the center

---

Subject: Re: Neon Lights
Posted by Tupolev TU-95 Bear on Mon, 20 Jul 2009 18:57:27 GMT
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good choice

---

Subject: Re: Neon Lights
Posted by Altzan on Mon, 20 Jul 2009 19:28:27 GMT

Red would be cool too (especially for NOD).