Subject: Dazzle
Posted by LR01 on Wed, 03 Oct 2012 10:28:03 GMT
View Forum Message <> Reply to Message

I tried to make headlights using the dazzle option but I can't figure out how it works. Every thing whit the dazzle option enabled doesn't shows up. I can't find anything on how to do it, the closest I came to is this:
http://www.renegadeforums.com/index.php?t=msg&goto=319601&rid=20921

I can select different dazzles from dazzle.ini but they don't make a difference.
The topic I found does create the same effect, except it doesn't scale when you get further from the light. It also doesn't gives the halo effect.

Subject: Re: Dazzle
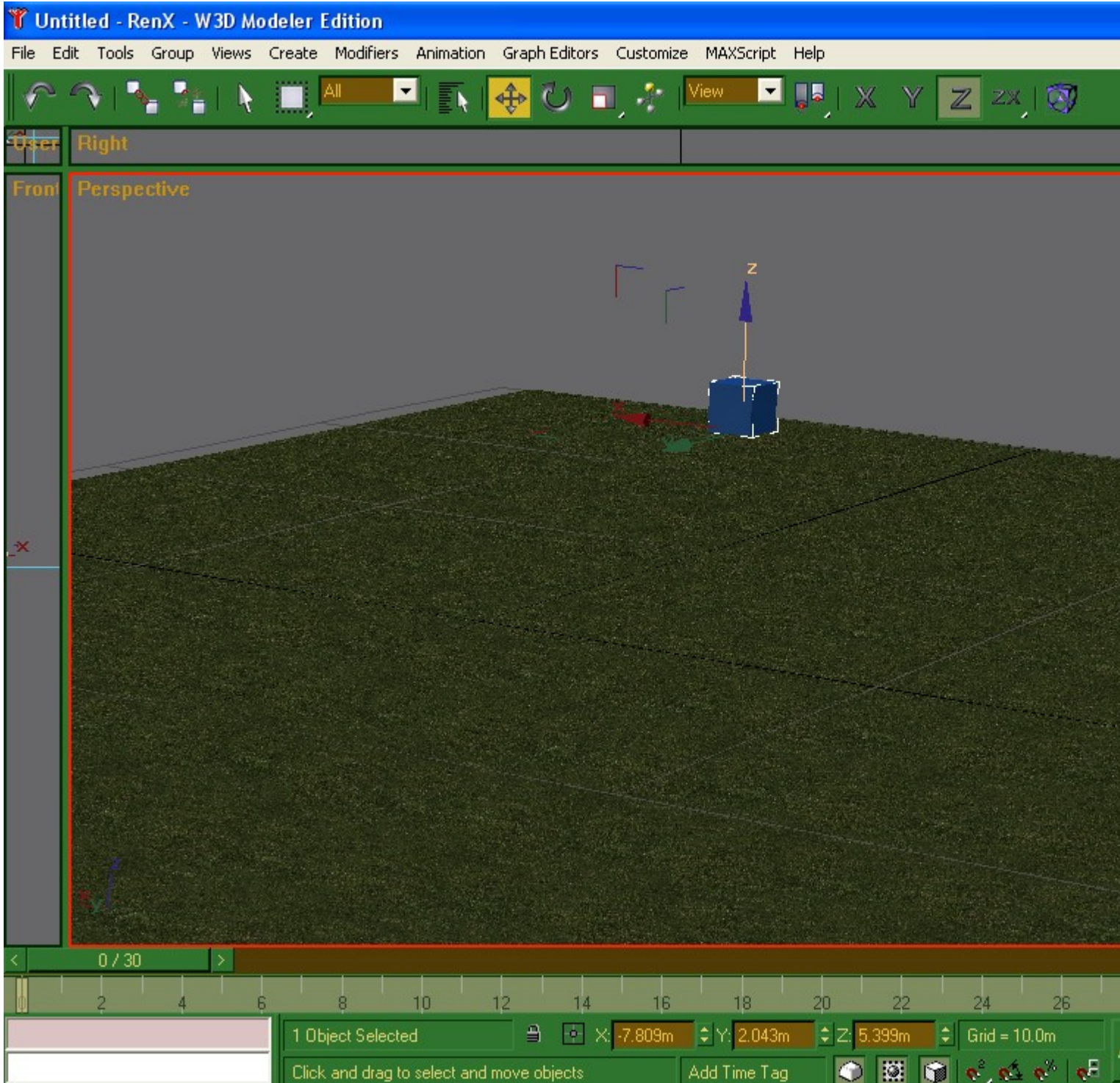Posted by roszek on Thu, 04 Oct 2012 12:44:50 GMT
View Forum Message <> Reply to Message

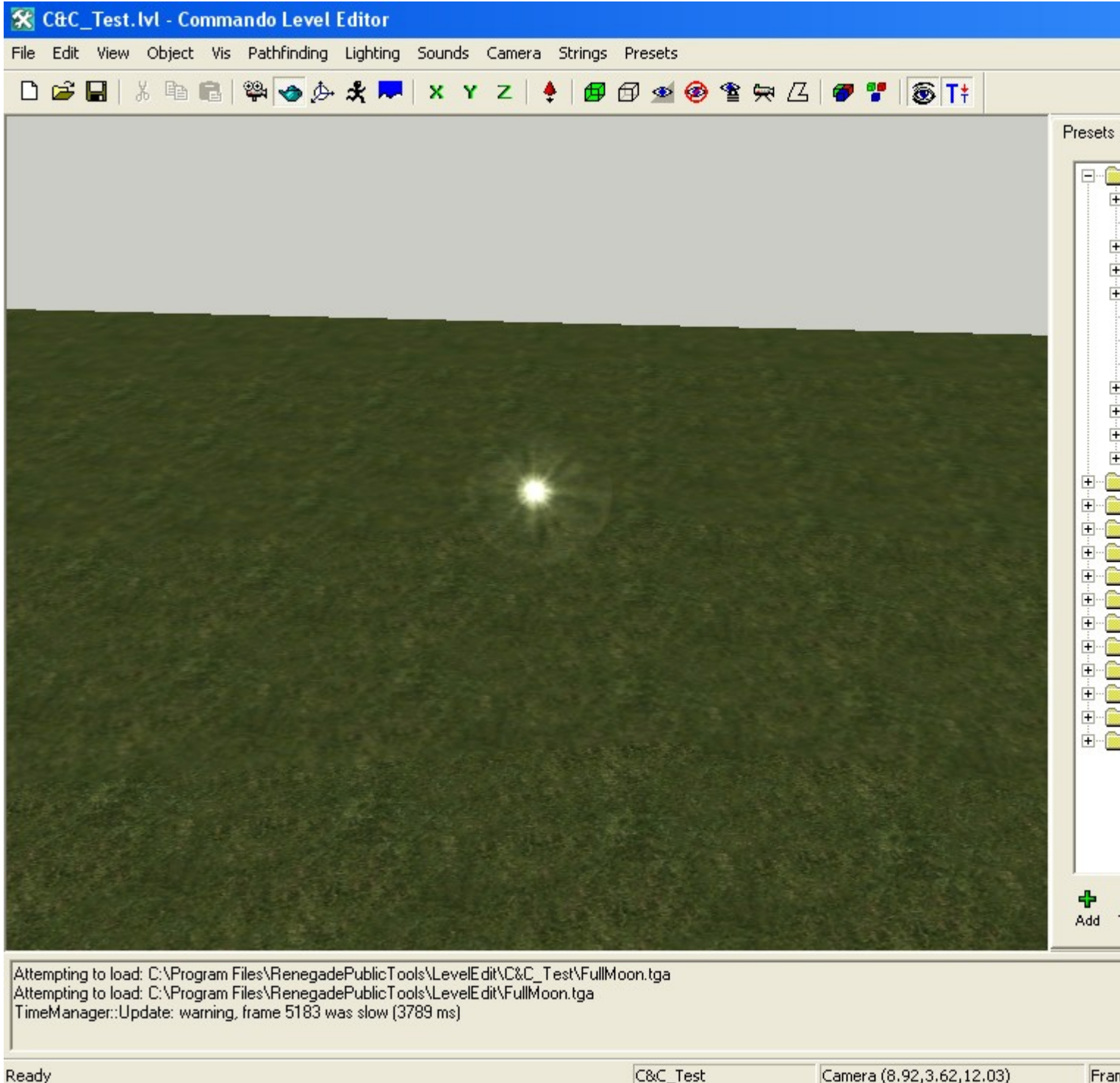For some reason I can't make it work in 3ds max but I can get it to work in renx.

I'm sure someone else knows why.

File Attachments
1) renx.jpg, downloaded 259 times

2) le.jpg, downloaded 268 times

```
C&C_Test.lvl - Commando Level Editor
```

File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets

Presets

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\C&C_Test\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\FullMoon.tga
TimeManager::Update: warning, frame 5183 was slow (3789 ms)

Ready   C&C_Test   Camera (8.92,3.62,12.03)   Fram

Subject: Re: Dazzle
Posted by Mauler on Thu, 04 Oct 2012 22:03:11 GMT
View Forum Message <> Reply to Message

Yes the Max tools don't export the dazzle from what I can tell. Anytime I use them, they are created in RenX as it properly displays them ingame. Another thing is I cannot view them in the

---

viewer, only in the editor.. I do believe I used to be able to view dazzles in the w3d viewer but now it doesn't display them

---

Subject: Re: Dazzle
Posted by LR01 on Fri, 05 Oct 2012 09:41:56 GMT
View Forum Message <> Reply to Message

Thanks, it does works the way you said.