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Subject: is there a way to mkae lights flicker?  
Posted by [Titan1x77](#) on Tue, 15 Apr 2003 16:18:12 GMT  
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dont remember seeing anything about flickering lights in renhelp so i decided to post about it.  
Only way i can think of is to animated a light to turn off and on in ren-x

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Subject: is there a way to mkae lights flicker?  
Posted by [General Havoc](#) on Tue, 15 Apr 2003 16:31:26 GMT  
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Using dazzle you can make flashing lights such as found on the Apache. It sounds like you want actual lights to flicker on and off but I don't think it is possible. I don't think the renegade engine support dynamic lighting, but correct me if i'm wrong.

\_General Havoc

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Subject: is there a way to mkae lights flicker?  
Posted by [Halo38](#) on Tue, 15 Apr 2003 17:52:22 GMT  
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I tried the blinking red lights in the dazzel.ini but they don't blink???  
Is this another error in the leveledit ini s??

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Subject: is there a way to mkae lights flicker?  
Posted by [iscripser](#) on Tue, 15 Apr 2003 18:04:15 GMT  
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What about animating a flickering light in renx?

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Subject: is there a way to mkae lights flicker?  
Posted by [Deafwasp](#) on Tue, 15 Apr 2003 19:27:09 GMT  
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dynamic lighting is not a renegade feature. So if you want a light to flicker making the room lighter or darker forget about it.

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Subject: is there a way to mkae lights flicker?

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Posted by [General Havoc](#) on Tue, 15 Apr 2003 20:42:17 GMT

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Yeah this relates back to lightscape and the WLT (Westwood Lighting Tabular) files again. This was used to create the red lighting when a buildings power is offline and many other lighting effects on the westwood maps. They were created in a program called lightscape but the tool for implimenting this feature is property of EA and or Westwood Studios. It's a feature that mappers would find handy but are not able to impliment.

\_General Havoc

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Subject: is there a way to mkae lights flicker?

Posted by [SomeRhino](#) on Wed, 16 Apr 2003 01:12:30 GMT

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You could consider this: Clone the area you want the lights to flicker on, and scale it down a bit so that it overlaps the main area. Apply a dark grey texture and set the blend mode to multiply. Use the track view to do a visibility animation, and place a proxy at the location. Export the model separately as a Hierarchical Animated Model. Set it to the preset corresponding to your proxie with StaticAnimPhys, and you should have some flickering lights in that location. The Renegade engine doesn't support real-time dynamic vertex lighting

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Subject: is there a way to mkae lights flicker?

Posted by [maytridy](#) on Wed, 16 Apr 2003 01:20:56 GMT

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Wow, i think you lost me at "consider".

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