
Subject: Emmisive

Posted by [Deafwasp](#) on Thu, 13 Mar 2003 23:09:00 GMT

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How do I make a mesh emmisive, like the lights on the westwood lamp posts?

Subject: Emmisive

Posted by [OrcaPilot26](#) on Thu, 13 Mar 2003 23:48:59 GMT

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If you mean a texture that lighting doesn't affect, then look in the material editor, in the vertex material tab.

Subject: Emmisive

Posted by [Deafwasp](#) on Thu, 13 Mar 2003 23:56:08 GMT

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No, I am sure there are steps I need to take. Anybody know?

Better yet, I just want to hear from people who have done this.

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Posted by [General Havoc](#) on Fri, 14 Mar 2003 00:07:34 GMT

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Take a look at the lamposts on the westwood version of C&C_Field.lvl which is found on their ftp as a multiplayer levels. Open them in leveledit and look which settings have been used for the lights. I think thats what your on about anyway unless you on about dazzle effects (aircraft lights, corners of buildings on city) then there done in RenX.

EDIT: Dynamic lighting is not possible in renegade, i'm not sure how the lights that are on the commcentre are done (the ones that have light rays coming off)

_General Havoc

Subject: Emmisive

Posted by [Deafwasp](#) on Fri, 14 Mar 2003 00:30:06 GMT

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no, the lamp post thing is right, no dazzle.

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Posted by [Halo38](#) on Fri, 14 Mar 2003 11:57:26 GMT

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General HavocEDIT: Dynamic lighting is not possible in renegade, i'm not sure how the lights that are on the commcentre are done (the ones that have light rays coming off)

_General Havoc

I know take a CLOSER look at the outside spot light in ACKs DMComcenter (think thats what it is called) and all will become clear.

Edit: Oh and Temple_DM has the same effect

Subject: Emmisive

Posted by [Deafwasp](#) on Fri, 14 Mar 2003 18:22:19 GMT

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the westood street lamps. The white plane that seems to emmit light when you put a light source near it. I want to do that.

Nothing special.
