
Subject: Emmissive

Posted by [Deafwasp](#) on Fri, 28 Mar 2003 06:11:21 GMT

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I asked this question before without proper answer.

Lets say I create a box in Gmax, How do I make it become emmissive? I mean like how if you look at the streetlamps in cnc_city, where the light comes from on the lamp is bright white and appears to emmit light.

How do I make tha box act the same way.

Subject: Emmissive

Posted by [Cebt](#) on Fri, 28 Mar 2003 10:25:07 GMT

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you can make it a dazzle by putting the dazzle ini in the gmax folder (i think, i cant remember exactly) i know theres a tutorial for it someplace i just can remember where

Subject: Emmissive

Posted by [SomeRhino](#) on Fri, 28 Mar 2003 13:41:23 GMT

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On the material, change the "emmissive" light color. Remember though, any light brighter than RGB 0 0 0 in the emissive box will prevent other lights from acting upon it. Because of this, you can make dark objects by setting the emissive lighting darker.

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Posted by [Deafwasp](#) on Fri, 28 Mar 2003 17:27:52 GMT

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ok, first of all---I KNOW ABOUT DAZZLE, I DONT WANT A DAZZLE, WHY DOES SOMEONE ALWAYS HAVE TO SUGGEST IT IS DAZZLE!

Anyhow, soall I do is play with the emmissive colors and stuff?

Subject: Emmissive

Posted by [Deafwasp](#) on Sat, 29 Mar 2003 15:12:10 GMT

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I really need to figure this out today. I am being counted on.

Subject: Emmisive

Posted by [Cebt](#) on Sat, 29 Mar 2003 18:17:24 GMT

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sorry dude relax i just suggested the only method I knew geesh that really makes me wanna try to help someone again.....

Subject: Emmisive

Posted by [SomeRhino](#) on Sat, 29 Mar 2003 19:28:49 GMT

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I told you, change the emissive color on the material.

Subject: Emmisive

Posted by [Deafwasp](#) on Sun, 30 Mar 2003 02:54:04 GMT

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I press M, and change the emissive color to what? white?

Now that I think of it. I did mess with that, and now its a weird gray. Maybe I didnt pick pure white. I will try.

Subject: Emmisive

Posted by [SomeRhino](#) on Sun, 30 Mar 2003 17:18:28 GMT

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Yes, change it to white if you want it completely emissive.

Subject: Emmisive

Posted by [StoneRook](#) on Sun, 30 Mar 2003 18:31:03 GMT

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read the w3d docs on using the emissive properties --- in the how to folder in your tools directory
