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