
Subject: "Ghetto" Dynamic Lighting
Posted by [SomeRhino](#) on Sat, 01 May 2004 05:23:55 GMT
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Although this has a few quarks right now, for the most part, headlights that cast light are possible in Renegade. I'll work on refining it, but it works like it should, and casts on vehicles, soldiers, hilly terrain, etc.

Basically, it's creative use of one of JonWil's new scripts and texture projectors. I'll give details once I get everything working on par.

Subject: "Ghetto" Dynamic Lighting
Posted by [jd422032101](#) on Sat, 01 May 2004 05:32:46 GMT
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nice SR

Subject: "Ghetto" Dynamic Lighting
Posted by [icedog90](#) on Sat, 01 May 2004 05:52:59 GMT
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Great. Make sure you add those cool bright lights on the headlights.

Mind telling us how you did it?

Subject: "Ghetto" Dynamic Lighting
Posted by [jonwil](#) on Sat, 01 May 2004 06:01:29 GMT
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Probably via the script he asked me to write called
JFW_Create_Destroy_Object_On_Custom_Bone

Subject: Re: "Ghetto" Dynamic Lighting
Posted by [Deactivated](#) on Sat, 01 May 2004 09:26:53 GMT
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SomeRhinoAlthough this has a few quarks right now, for the most part, headlights that cast light are possible in Renegade. I'll work on refining it, but it works like it should, and casts on vehicles, soldiers, hilly terrain, etc.

Basically, it's creative use of one of JonWil's new scripts and texture projectors. I'll give details once I get everything working on par.

Hey, if this was combined with my Vehicle lights thing, it would be great!

They turn off and on depending if you're on the vehicle.

Subject: "Ghetto" Dynamic Lighting
Posted by [Majiin Vegeta](#) on Sat, 01 May 2004 09:35:52 GMT
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w00t headlights!!!

Subject: "Ghetto" Dynamic Lighting
Posted by [TnTANDY](#) on Sat, 01 May 2004 12:42:19 GMT
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LOL, renegade is getting more and more realistic.
And thats the way I huh huh I like it huh huh huh!

Subject: "Ghetto" Dynamic Lighting
Posted by [Deafwasp](#) on Sat, 01 May 2004 12:47:22 GMT
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Now..... who wants to ask EA to give that blackhand studios thing the sourcecode?

Subject: "Ghetto" Dynamic Lighting
Posted by [TnTANDY](#) on Sat, 01 May 2004 12:49:36 GMT
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It would be cool if somebody other than EA could have full control of Renegades coding.

Subject: "Ghetto" Dynamic Lighting
Posted by [sniper12345](#) on Sat, 01 May 2004 14:28:05 GMT
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Majiin Vegetaw00t headlights!!!

yea! so huge and bright!

Subject: "Ghetto" Dynamic Lighting
Posted by [htmlgod](#) on Sun, 02 May 2004 00:22:42 GMT
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That's not bad. You could probably improve upon it by putting one of the lightsources at each headlight, it kind of looks like a uni-headlamp as is. Cool, though.

Subject: "Ghetto" Dynamic Lighting
Posted by [SomeRhino](#) on Sun, 02 May 2004 01:40:57 GMT
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It looks great in-game, the amount of light depends both on the angle and how close the vehicle is to the object it's illuminating. If you are on a cliff, a huge area below will be illuminated. As you come down, the area will decrease and become more focused.

This isn't "true" lighting though, because the lightmap is applied over the static lighting. This causes the contrast to be lost when shining on dark surfaces, and burns on light surfaces.

Unfortunately, these tests show nearly a 50% decrease in performance for a single vehicle. I believe that each light source adds another pass to the mesh it is projected onto, so every triangle on the mesh must be processed again, causing the performance problems. Because of these problems, though, this feature will not be included in Sole Survivor.

If you want to try this:

Basically, set up a preset of an object with an invisible model to have an additive texture projector. Use `JFW_Create_Destroy_Object_On_Custom_Bone` (will be included in Jon's Scripts 1.7) to call up this object to be attached to a vehicle. Although texture projectors always cause Level Edit to crash when they are saved in the level data under an objects' property, they work fine when they are called up in-game. You'll need to do some aligning to get it to work right. I still highly advise not using this though, because you'll get unplayable frame rates when 3-4 vehicles with headlights start driving around.

Subject: "Ghetto" Dynamic Lighting
Posted by [Majiin Vegeta](#) on Sun, 02 May 2004 01:45:56 GMT
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somebody wanna set up a small map with a humvee with lights so we can piss about on it??

Subject: "Ghetto" Dynamic Lighting
Posted by [TnTANDY](#) on Sun, 02 May 2004 01:54:19 GMT

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hehe, that would be sweet

Subject: "Ghetto" Dynamic Lighting
Posted by [Deactivated](#) on Sun, 02 May 2004 08:25:53 GMT

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SomeRhino

I still highly advise not using this though, because you'll get unplayable frame rates when 3-4 vehicles with headlights start driving around.

I had the same problem when tried do this through a little lensflares hack.
It would slow down the game when there was more than four lights.

Subject: "Ghetto" Dynamic Lighting
Posted by [c0nFuZ0r](#) on Mon, 03 May 2004 04:44:49 GMT

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When will it be done to downlaod?

Subject: "Ghetto" Dynamic Lighting
Posted by [icedog90](#) on Mon, 03 May 2004 05:19:34 GMT

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You don't download it. You make it.

Subject: "Ghetto" Dynamic Lighting
Posted by [c0nFuZ0r](#) on Mon, 03 May 2004 05:32:53 GMT

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Oh.. I;m to dumb do figure it out..

Subject: "Ghetto" Dynamic Lighting
Posted by [Goltergau](#) on Mon, 03 May 2004 16:15:30 GMT

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SomeRhino can you post your testlevel? i want to figure it out myself would be great!

Subject: "Ghetto" Dynamic Lighting
Posted by [PCWizzardo](#) on Thu, 13 May 2004 19:37:01 GMT
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I think that WOULD be good for the new Reborn's Light Tower.

How is that done? Please enlighten us!

Subject: "Ghetto" Dynamic Lighting
Posted by [Mad Ivan](#) on Thu, 13 May 2004 19:53:50 GMT
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agreed, thought i think Reborn`s Tower needs a volume of light, not just a spotlight

Subject: "Ghetto" Dynamic Lighting
Posted by [Creed3020](#) on Fri, 14 May 2004 00:38:30 GMT
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WTF is that vehicle in the second screenie...

Subject: "Ghetto" Dynamic Lighting
Posted by [SuperFlyingEngi](#) on Fri, 14 May 2004 00:58:30 GMT
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MCV, I believe...

Either that or it's the mobile home of indiscriminate terror.

Subject: "Ghetto" Dynamic Lighting
Posted by [Mad Ivan](#) on Fri, 14 May 2004 07:52:10 GMT
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aye, MCV

Subject: "Ghetto" Dynamic Lighting
Posted by [Griever92](#) on Sun, 16 May 2004 22:44:26 GMT
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yep, it's the MCV, for Renegade: Sole Survivor, a mod for which i am proud to be a tester for...
btw, amazing work SR

Subject: "Ghetto" Dynamic Lighting
Posted by [NeoX](#) on Sun, 16 May 2004 22:50:05 GMT
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You are a

Subject: "Ghetto" Dynamic Lighting
Posted by [Try_lee](#) on Mon, 17 May 2004 00:55:50 GMT
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Oh no! Your jaw only half fell off... if you want a job done well I guess you really have got to do it yourself!

Subject: "Ghetto" Dynamic Lighting
Posted by [Deactivated](#) on Mon, 07 Jun 2004 15:29:59 GMT
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I'm implementing this to all non-buildable units.

Subject: "Ghetto" Dynamic Lighting
Posted by [IRON FART](#) on Mon, 07 Jun 2004 16:02:57 GMT
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Lights on a C130 on a night-time map would be very nice...

Subject: "Ghetto" Dynamic Lighting
Posted by [Deactivated](#) on Tue, 08 Jun 2004 18:39:38 GMT
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I got another idea from this.. the same very script can be used to create exhaust smoke effects.

Subject: "Ghetto" Dynamic Lighting
Posted by [Deactivated](#) on Sat, 12 Jun 2004 12:03:39 GMT
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Can anybody give me tips on how to create realistic looking light projectors?

I made a light cone but it looked bad.

Subject: "Ghetto" Dynamic Lighting
Posted by [drunkill](#) on Sat, 12 Jun 2004 13:59:31 GMT
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hmm ask Silent_kane maybe... or someone else lol...

but with smoke how? like would you be able to shine lights on smoke and that part lights up? or do you just mean smoke coming out the pipe, but no on a continual animation... so it changes...

i'm lost

Subject: "Ghetto" Dynamic Lighting
Posted by [Deactivated](#) on Sat, 12 Jun 2004 14:25:35 GMT
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drunkillbut with smoke how? like would you be able to shine lights on smoke and that part lights up? or do you just mean smoke coming out the pipe, but no on a continual animation... so it changes...

i'm lost

The script spawns an emitter and places it on the specified bone when you enter the vehicle.
