
Subject: Headlights & Tailights

Posted by [slosha](#) on Thu, 23 Apr 2009 22:03:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

This gives many of the vehicles headlights and tail lights.

This was originally uploaded by Slave but was not put in the release section. With his permission he said I could post it. It's got a couple bugs, so that's why he hasn't put it up here.

File Attachments

1) [lights.rar](#), downloaded 310 times

Subject: Re: Headlights & Tailights

Posted by [mr£Ä\\$Ä-z](#) on Thu, 23 Apr 2009 22:18:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

I prefer to add Lights in RenX / 3DS Max

Subject: Re: Headlights & Tailights

Posted by [nope.avi](#) on Thu, 23 Apr 2009 22:53:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Haha nice, I was just about to scour this forum for these but this made it easier

Subject: Re: Headlights & Tailights

Posted by [slosha](#) on Thu, 23 Apr 2009 23:02:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

glock saves the day w00t

Subject: Re: Headlights & Tailights

Posted by [Gen_Blacky](#) on Fri, 24 Apr 2009 03:06:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

you can also make the lights smaller if you mess with the settings, you cant add lights to vehicles with renx/3ds max because you will get version mismatch.

Subject: Re: Headlights & Tailights

Posted by [slosha](#) on Fri, 24 Apr 2009 03:07:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Thu, 23 April 2009 22:06you can also make the lights smaller if you mess with the settings, you cant add lights to vehicles because you will get version mismatch.

works online for me just fine lol

Subject: Re: Headlights & Tailights
Posted by [Gen_Blacky](#) on Fri, 24 Apr 2009 03:10:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

2GLOCK9S wrote on Thu, 23 April 2009 22:07Gen_Blacky wrote on Thu, 23 April 2009 22:06you can also make the lights smaller if you mess with the settings, you cant add lights to vehicles because you will get version mismatch.

works online for me just fine lol

version mismatch on what mad rocks said.

Subject: Re: Headlights & Tailights
Posted by [ErroR](#) on Fri, 24 Apr 2009 09:06:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

2GLOCK9S wrote on Fri, 24 April 2009 02:02glock slaves the day w00t fixed

Subject: Re: Headlights & Tailights
Posted by [slosha](#) on Sat, 25 Apr 2009 22:15:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Fri, 24 April 2009 04:062GLOCK9S wrote on Fri, 24 April 2009 02:02glock slaves the day w00t fixed

what's fixed

Subject: Re: Headlights & Tailights
Posted by [Omar007](#) on Sat, 25 Apr 2009 22:30:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

2GLOCK9S wrote on Sun, 26 April 2009 00:15ErroR wrote on Fri, 24 April 2009 04:062GLOCK9S wrote on Fri, 24 April 2009 02:02glock slaves the day w00t

fixed

what's fixed

That is fixed

(where you actually said SAVES lolz)

Subject: Re: Headlights & Tailights

Posted by [slosa](#) on Sat, 25 Apr 2009 23:06:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

ahhh i said slaves! lol

Subject: Re: Headlights & Tailights

Posted by [The Party](#) on Mon, 27 Apr 2009 15:46:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

NUB! Anyway, they have viewing problems. And the light blind you when you look directly into them, like a deer.

Subject: Re: Headlights & Tailights

Posted by [ErroR](#) on Mon, 27 Apr 2009 18:55:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

yeah, it does, but u can edit it and make it smaller
