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Subject: Dazzle

Posted by [LR01](#) on Wed, 03 Oct 2012 10:28:03 GMT

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I tried to make headlights using the dazzle option but I can't figure out how it works. Every thing whit the dazzle option enabled doesn't shows up. I can't find anything on how to do it, the closest I came to is this:

<http://www.renegadeforums.com/index.php?t=msg&goto=319601&rid=20921>

I can select different dazzles from dazzle.ini but they don't make a difference.

The topic I found does create the same effect, except it doesn't scale when you get further from the light. It also doesn't gives the halo effect.

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Subject: Re: Dazzle

Posted by [roszek](#) on Thu, 04 Oct 2012 12:44:50 GMT

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For some reason I can't make it work in 3ds max but I can get it to work in renx.

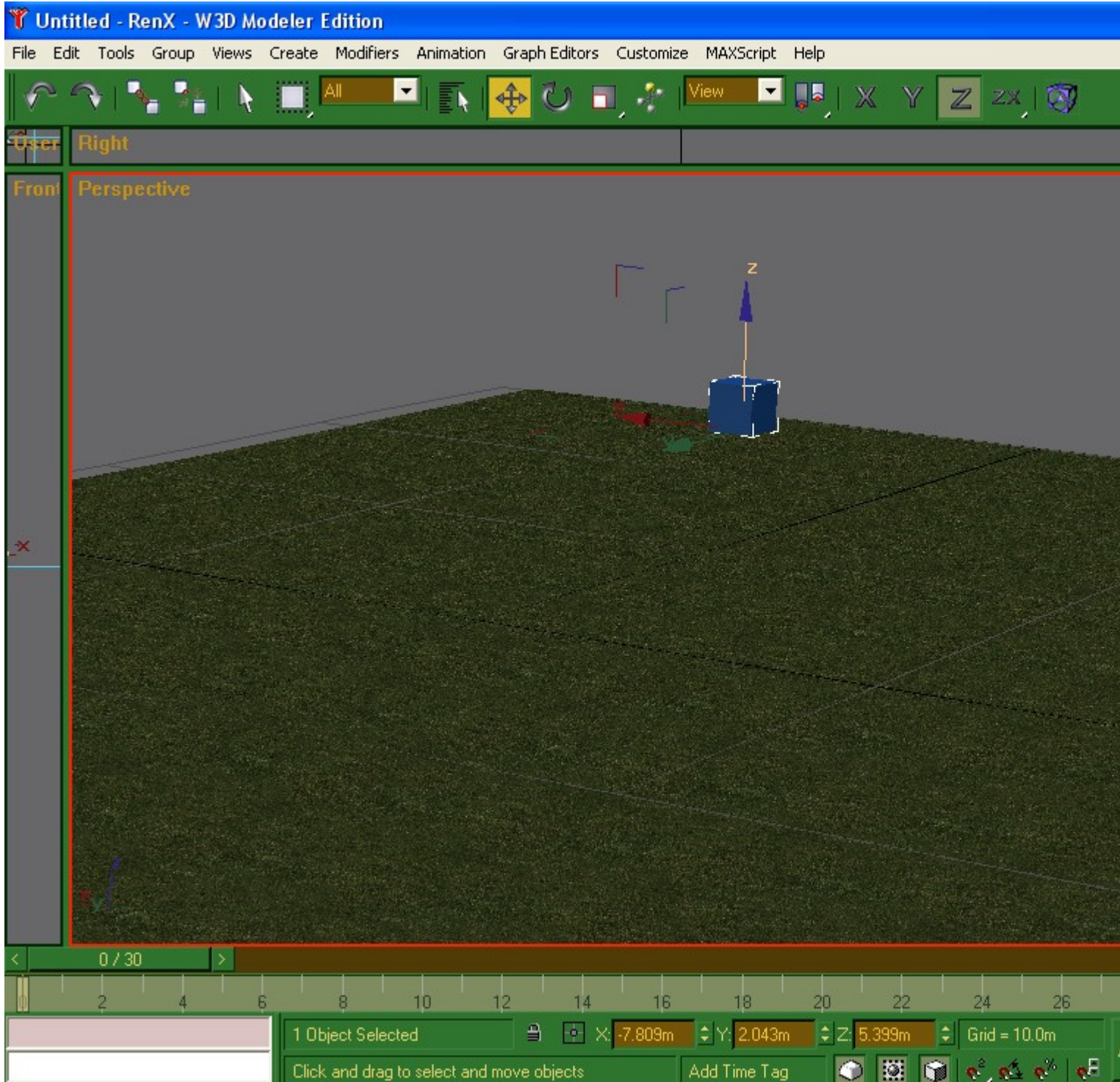
I'm sure someone else knows why.

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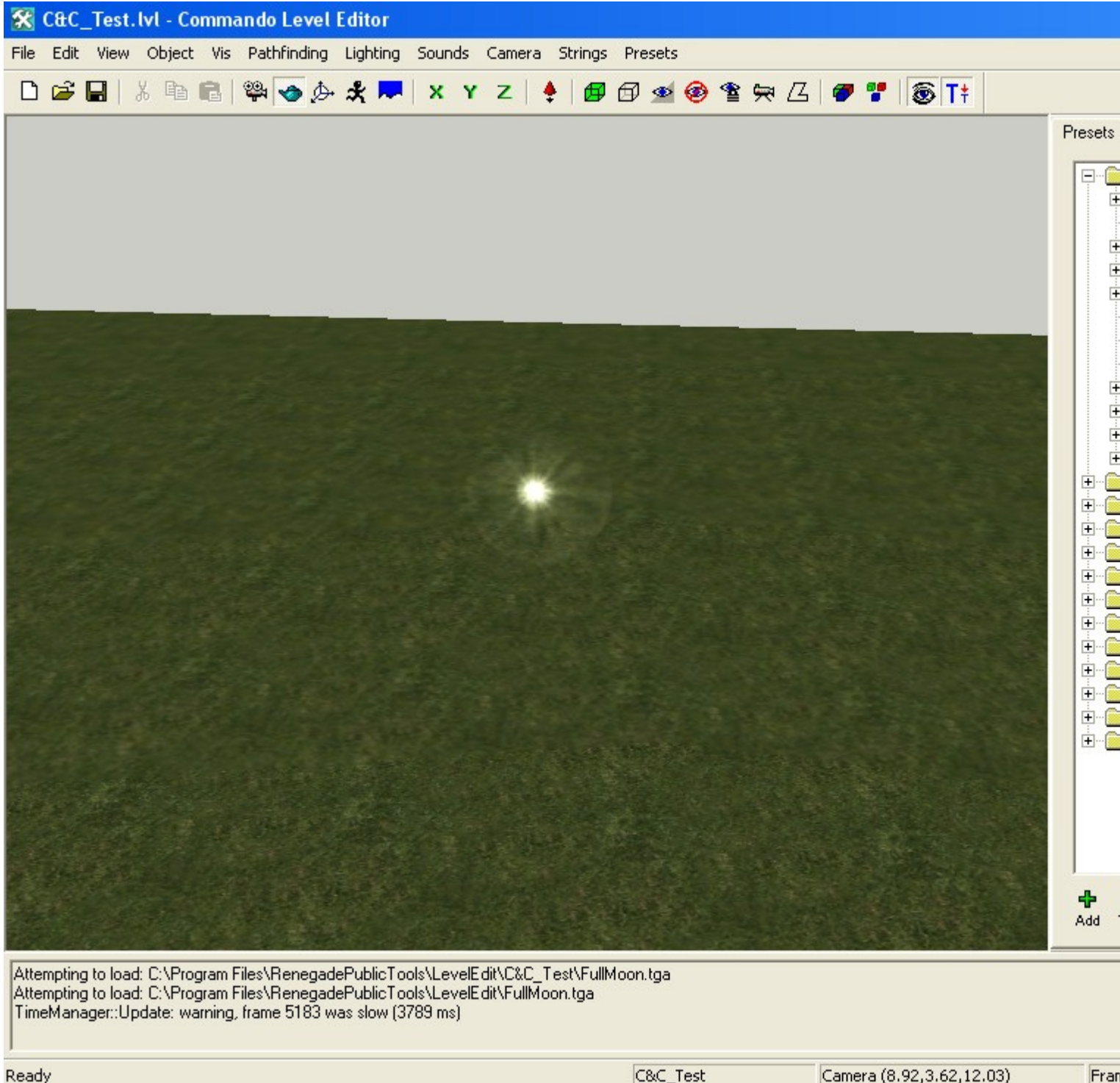
### File Attachments

1) [renx.jpg](#), downloaded 955 times

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2) [le.jpg](#), downloaded 975 times



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Subject: Re: Dazzle

Posted by [Mauler](#) on Thu, 04 Oct 2012 22:03:11 GMT

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Yes the Max tools don't export the dazzle from what I can tell. Anytime I use them, they are created in RenX as it properly displays them ingame. Another thing is I cannot view them in the

viewer, only in the editor.. I do believe I used to be able to view dazzles in the w3d viewer but now it doesn't display them

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Subject: Re: Dazzle

Posted by [LR01](#) on Fri, 05 Oct 2012 09:41:56 GMT

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Thanks, it does works the way you said.

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