Subject: Dazzle
Posted by pulverizer on Mon, 28 Apr 2003 19:43:54 GMT

does anybody know how to make a dazzle?

Subject: Dazzle
Posted by OrcaPilot26 on Mon, 28 Apr 2003 20:04:33 GMT

edit dazzle.ini I think

Subject: Dazzle
Posted by StoneRook on Mon, 28 Apr 2003 20:06:39 GMT

as taken from the RenMod FAQ:

menu, why?
A: You will need to extract the dazzle.ini file from the always.dat and place it in your
x:\gmax\gamepacks\Westwood\RenX\Plugins directory.

after you do that - just make a mesh - and set the "dazzle" w3d setting - pull down the menu and
set it to what you want.

Full faq at http://modx.renevo.com/showthread.php?s=&threadid=109

and in the RenHelp file:
http://modx.renevo.com/showthread.php?s=&threadid=62

Enjoy

Subject: Dazzle
Posted by Captkurt on Mon, 28 Apr 2003 20:11:09 GMT

object your wanting to add the dazzle too. If this is not easy for you to understand, let me know,
and I'll draw it out for you.

Subject: Dazzle
Posted by maytridy on Mon, 28 Apr 2003 20:20:48 GMT
View Forum Message <> Reply to Message

Like StoneRook said, it's in RenHelp. A full tutorial.

Subject: Dazzle
Posted by pulverizer on Tue, 29 Apr 2003 17:01:05 GMT
View Forum Message <> Reply to Message

Quote:as taken from the RenMod FAQ:

Quote:

why?
A: You will need to extract the dazzle.ini file from the always.dat and place it in your x:\gmax\gamepacks\Westwood\RenX\Plugins directory.

after you do that - just make a mesh - and set the "dazzle" w3d setting - pull down the menu and set it to what you want.

Full faq at http://modx.renevo.com/showthread.php?s=&threadid=109

and in the RenHelp file:
http://modx.renevo.com/showthread.php?s=&threadid=62

Enjoy

I've done all these things, then I export it. and I open the W3D file and there is nothing, not even a box

---

Subject: Dazzle
Posted by StoneRook on Tue, 29 Apr 2003 17:33:36 GMT
View Forum Message <> Reply to Message

slayerQuote:as taken from the RenMod FAQ:

Quote:

why?
A: You will need to extract the dazzle.ini file from the always.dat and place it in your

x:\gmax\gamepacks\Westwood\RenX\Plugins directory.

after you do that - just make a mesh - and set the "dazzle" w3d setting - pull down the menu and set it to what you want.

Full faq at http://modx.renevo.com/showthread.php?s=&threadid=109

and in the RenHelp file:
http://modx.renevo.com/showthread.php?s=&threadid=62

Enjoy

I've done all these things, then I export it. and I open the W3D file and there is nothing, not even a box

email me your w3d and gmax -- i will take a look at them...

stonerook1@hotmail.com