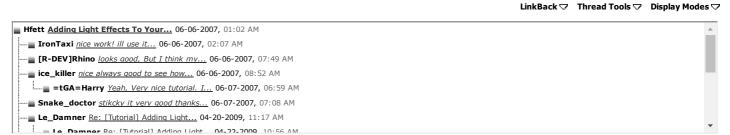
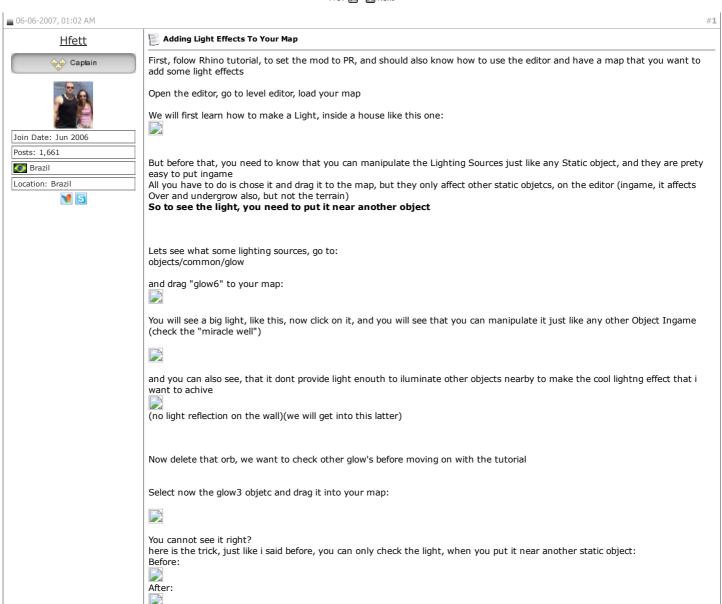


**Modding Tutorials** Information and tutorials related to modding BF2.



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Glow 3, might look like just light, but it actualy have a small orb, that just show ingame: **pic here** Will add latter

Use glow 3 to simulate lights at guard towers, buildings, entrances, etc... it is a small light for all uses is pics hereWill add latter

Now, lets forget about glow stuff (keep checking yourself the other ones, on the editor and ingame, there are some variations like a big red orb for example)

glow5 is a big red orb

the others you can check yourself

Now that we learned about the orbs, lets learn about lightsources:

go to

objects/common/lightsources

this is where the magic happens

There are 2 basic lightsources on this folder(there are more on other folders, and at xpack but lets focus on what we have here) they are:

Baselight and houselight big (there is the street light on the folder, but dont work on the editor and i didnt tryed it Ingame, also there is the "lighttoobject" that bugs the statics arround them)



Base on the left, big on the right

Baselight is a smaller light, nice to use on interiors, to simulate lightbulbs or lamps

Houselight big, is a bigger light, you can use it to simulate more light comming for one "orb" (glow)

PIC (will add latter)

You can manipulate then just like normal objects, placing them where you want =P

So lets go with the tutorial, how to make a lamp on a house

First place the house that you want to be iluminated, i will use a shack



Then, since we are talking about PR, to have a light, we need a lightbulb

select the Lightbulb from the editor(or the lamp if you prefer):

Lamp is on miscobjects folder

Lightbulb is at staticobjetcs/common



Put the lightbulb inside the house:



Now chose the baselight and place it a few feets under the lightbulb(check where it looks better





Keep looking for the best place and...



You just learned how to make a house with light 😬

Ps; i use the light: xp1\_dayglowlight on my houses, it is stronger than baselight, located on the folder:

staticobjetcs/pr/lightsources/xp1\_dayglowlight

also there are other lights that i didnt tested yet on this folder

News step is how to make searchtower lights (you probably figured it out already but i will finish the tutorial tomorow)

English is not my first language, so please if you dont understand something just ask =P

you will have cool looking night maps if you follow this tutorial Example:

http://www.youtube.com/watch?v=TYhI2fjdEqI

## www.joinsquadbrasil.com.br

Last edited by Hfett; 06-06-2007 at 01:25 AM..



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