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Mapping: Adding Light Effects To Your Map

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Hfett

Captain

Join Date: Jun 2006

Posts: 1,661

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Location: Brazil

Adding Light Effects To Your Map

First, folow Rhino tutorial, to set the mod to PR, and should also know how to use the editor and have a map that you want to add some light effects

Open the editor, go to level editor, load your map

We will first learn how to make a Light, inside a house like this one:

But before that, you need to know that you can manipulate the Lighting Sources just like any Static object, and they are prety easy to put ingame  
All you have to do is chose it and drag it to the map, but they only affect other static objetcs, on the editor (ingame, it affects Over and undergrow also, but not the terrain)  
**So to see the light, you need to put it near another object**

Lets see what some lighting sources, go to:  
objects/common/glow

and drag "glow6" to your map:

You will see a big light, like this, now click on it, and you will see that you can manipulate it just like any other Object Ingame (check the "miracle well")

and you can also see, that it dont provide light enouth to iluminate other objects nearby to make the cool lightng effect that i want to achive

(no light reflection on the wall)(we will get into this latter)

Now delete that orb, we want to check other glow's before moving on with the tutorial

Select now the glow3 objetc and drag it into your map:

You cannot see it right?  
here is the trick, just like i said before, you can only check the light, when you put it near another static object:  
Before:

After:

Glow 3, might look like just light, but it actually 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 😊  
**pics here** Will 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 tried it Ingame, also there is the "lighttoobject" that bugs the statics around 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 coming from one "orb" (glow)

**PIC** (will add latter)

You can manipulate them 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 illuminated, 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 staticobjects/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:

staticobjects/pr/lightsources/xp1\_dayglowlight

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

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

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=TYhI2fidEqI>

**www.joinsquadbrasil.com.br**

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

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