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Subject: Re: How to make 3d looking lights?

Posted by [Di3HardNL](#) on Thu, 28 Feb 2008 18:52:17 GMT

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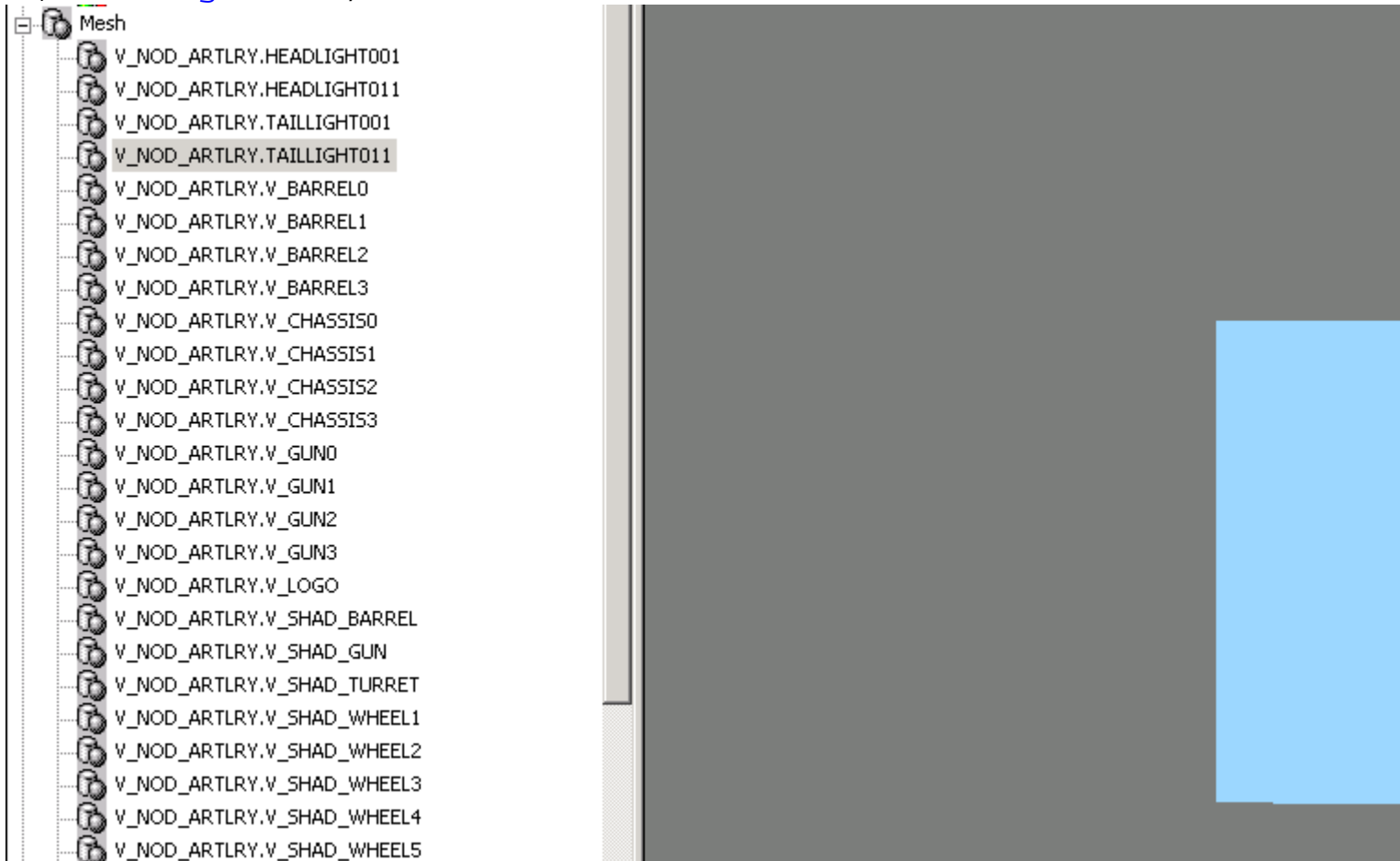
But it isn't in the material-list for v\_nod\_artlry. I think its a mesh which can be given a light in renx. but how?

edit; look in my (taillight) screenshot, the lights only have a simple blue plane

## File Attachments

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1) [taillight.PNG](#), downloaded 369 times



2) [Wherethen.PNG](#), downloaded 381 times

- Materials
  - !m00.tga
  - !m01.tga
  - !m02.tga
  - nodlogo.tga
  - v\_nod\_artillery.tga
  - v\_tire\_heavy2.tga
  - v\_tread\_double.tga
- Mesh
  - Hierarchy
  - H-LOD
    - V\_NOD\_ARTLRY**
- Mesh Collection
  - Aggregate
  - Emitter
  - Primitives
  - Sounds

