

Adding Lights to an Object

1. In Guerilla, open the tag of the object you want to add lights to. For this tutorial, I will be using the Ghost. So I have opened ghost_mp.vehicle.
2. Click the 'open' button next to 'model' to open the object's .gbxmodel tag.
3. In the .gbxmodel tag, scroll down until you see 'markers' (may not even have to scroll at all). Ignore this category and scroll down until you see 'markers' again. You should see a pull-down menu with all sorts of names such as 'primary trigger' and 'engine'. These are special spots on the model that were set back when the model was in 3D Studio. These markers are used as guides to tell Halo where to put certain things on the model, such as particle effects, sounds, and yes, lights.
4. Look for a marker whose name may indicate its position on the object you are working with. For example, on the ghost, there are a few markers named 'running lights'. These markers are placed on the Ghost's lower portion where in single player little blue lights are displayed. For some reason, they took this away in multiplayer, but the markers remained.
5. Remember or write down the marker's exact name that we chose.
6. Go back to the .vehicle tag. Look for 'attachments'. You will see a pull-down menu. You should see 'sound_looping'. Go ahead and click duplicate. Once you do that, next to where it says 'type', pull down the menu and find 'light'.
7. Now you have to think of what you want the light to look like. Think of something in the game that has light, and appears the way you want your lights to. I chose the Banshee's cockpit light, because it looked like a small, shiny light just as I had imagined it. Click the browse button next to type (should look like a little box with three dots) and find 'tags\vehicles\banshee\banshee cockpit.light'. Do not double-click it yet. Right click it and hit 'copy'. Then, right click somewhere else and hit 'paste'. You will notice a file called 'Copy of banshee cockpit.light' was created. Rename this file to 'ghost running light.light'. Double click this new file.
8. The browse box should now disappear and you will be back to the .vehicle tag. Click the 'open' button next to the 'browse' button you hit before. Your newly created .light tag should now open. Under where you see 'color', set the 'color upper bound' to your desired color of the light. It should already be a purple-pink-ish color, because this is a color that is was on the Banshee.
9. Scroll down to 'lens flare'. The lens flare is the bitmap that you actually see when the light is activated. If you click 'open' next to 'lens flare', then click 'open' next to 'bitmaps' in the new box that comes up, then click 'show bitmaps' in the newest box that comes up, you will actually see what the light will look like. If this is not what you want your light to look like, close the window you are looking at, then click the browse button next to bitmap. You should see a list of several lens flares. Open each of them until you find one that looks just right. For this tutorial, though, I recommend using the one we already had.
10. Now it's time to choose whether you want the light to be dynamic or not. A dynamic light is a light that casts light onto other objects, such as Warthog headlights, the MC's flashlight and the light you see after a grenade explodes. Non-dynamic lights are the lights that do not effect anything else. These lights are like the Warthog tail-lights, landing beacons and such. Scroll up to the top. If you want dynamic lights, check the 'dynamic' flag

and the 'no specular' flag. Right underneath that, you will see 'shape'. In the radius field, set the amount of world units (how wide of a radius the light will effect). For a small subtle light, I recommend 1 or 2 world units. For something like and explosion light that lights a wide radius, we would set this number to something like 10 or even more. If you do not want your lights to be dynamic, leave these fields unchecked and untouched.

11. Now, let's go back to the .vehicle tag. Under 'attachments', in the 'marker' field, put the EXACT name of the marker we chose before. In the primary scale field, scroll down to A out, or whatever function you are using in that tag to represent the event in which you want the light to be displayed. In the Ghost's case, A out is the event of activating the vehicle. The light will only show when the vehicle is in use.

12. Go up to 'File' and click 'Save All'.

13. Compile your map (make sure you have Ghost's in your map!!).

14. Test and enjoy!



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