

Custom Scenery Lights
by Jdrowlands

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1 Introduction

Hi there, and thanks for downloading my tutorial. When you have finished reading it, you should know everything there is about lights in the importer, including the many different settings and effects.

To complete this tutorial, you need Importer v18 or higher and knowledge of effect points/bones (clue: if you have created CTR cars before, they are the peep01 etc).

2 Recolorable Lights

These are easy enough to create. Make sure at least one of your meshes is using a recolorable texture (a solid color will do).



Important

If you do not know how to create a recolorable texture, I suggest that you back out of here now and read a tutorial on how to do so.

Now, when adding the light effect point (to access the light creation dialog, double click the effect point, click the star, light, and start), set the *Colour* to *Custom Colour 1*.

Finally, when adding the scenery, set Def.Colour 1 to anything between 2 and 31. This sets your light to a color other than black (no light at all) for when the user places your object.

3 *Bulb* and *No bulb* lights

First of all, you need to understand what is meant by *bulb* and *no bulb*. A good way of finding out is to look at my light set. There, you can see that the *no bulb* lights are more ambient than the *bulb* lights. Now, for my lights set, the default lights are *no bulbed*. This is because my set was more designed for ambient lights, rather than lamp posts. However, everyone's set is different, and you may prefer to have the *bulbed* effect as default.

So, on to creating bulbed (or rather non-bulbed) lights.

In the importer when adding your light effect points:

Set the *type* to *No Bulb*, if you do not want your light to have a bulb. You can keep it to *Normal* if you do.

4 Light Options (inc. the torch effect)

In RCT3, there is a multitude of special effects you can set on your lights. There is quite a few, and you will have to experiment, but the notable one I found is *Torch*. When this is set, the light will have a flickering (or in the case of bulbed lights, pulsing) glow, similar to a torch. The best way of seeing this effect is to either download my set, or make your own, because I am not sure what in-game objects have this feature. **If anyone does know, please contact me via PM on the Atari Forums.**

The other options (the various lamps and main), I (and the importer team as well), are not clear about what these do. According to the tooltip, however, it may have something to do with how the lights interact with each other. **If you do know, please contact me.**

5 Radius

Unlike some of the other options, it is fairly obvious what the *Radius* feature does. It controls how much of an area is lit by your light. I have not yet had time to experiment, but this tutorial will be updated when I do. However, the tooltip warns that surrounding objects may not be effectively lit if this value is less than 5, but if you are wanting some dim lights for dark rides or the like, less than 5 may be the way to go.

We have no idea what the *cm* checkbox does, so best leave it alone unless you feel like experimenting.

6 Closing

If you have read this tutorial from beginning to end, congrats! As always, suggestions or feedback can be added to this document's forum thread, or PM'd to me.

Finally I want to thank all the people who have put a lot of time and effort into researching RCT3's internals to find out how to produce custom content. Without them we would most likely not be the community we are today.
