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Thread: [Lightning Thingy](#)

IvanHacksTV - July 11, 2019, 11:17 am

Hey, any way to make lava / fire lightning static? Like it won't change when you have night vision effect activated. Been searching while for that in source but I seem I can't find where to change that. Thanks.

(mc vers 1.8.8)

(also this is my first time posting a thread here lol)

Jordin? - July 12, 2019, 7:27 pm

First of all, what do you think lightning is? AFAIK lightning is neither lava nor fire. Second of all, I do not see how the night-vision potion effect could alter the flow of electrons through the air. Third of all, it's either a while loop or a for loop, combining loops is extremely dangerous, especially for us mineman developers.

Please either research lightning or provide a 4 page proof, including a 1 page summary indicating why (with supporting evidence) lightning is comprised of some combination of lava and/or fire.

Eagerly awaiting your informative response, IvanHacksTV.

supercheese200 - July 14, 2019, 4:08 am

(Jul 12, 2019 07:27 PM)Jordin? Wrote: [\[CITE\]](#) -snip-

This guy wants to make lightning static but it's already borne of static electricity, what does he want?

IvanHacksTV - July 14, 2019, 7:43 am

actually found out that you don't change that in code but in texture pack, thanks anyways