Subject: Re: Where is this located?
Posted by Spice on Mon, 08 Jan 2007 05:05:28 GMT

I'm pretty sure changing that texture color won't do anything.

Changing Beam colors in level edit:
Go into level edit, go to Munitions, then Ammo. Select Ammo_Infantry_Weapons and look for Ammo_RepairGun_Player and hit mod. Select the Settings tab at the top of your newly opened window and scroll down until you see "Instant Bullet Beam Effects" and under beam color there should be three values you can change, X,Y,Z. X is Red, Y is Green and Z is blue. Change them accordingly to 0 to 1.0.

So if you want it a kind of red color, I would try changing X to 1.0, Y to 0.0 and Z to 0.0.

File Attachments
1) Test.jpg, downloaded 750 times