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Subject: Re: ob crystals?

Posted by [Jerad2142](#) on Mon, 26 Nov 2007 20:10:35 GMT

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Triplebluebeam.tga or something like that, look through xcc mixer. There are two beam texture files, just try editing both and see which changes it. Or check in level editor, I'm in class right now, otherwise I would for you.

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