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Subject: Re: ob crystals?

Posted by [GrimmNL](#) on Fri, 30 Nov 2007 14:41:25 GMT

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Jerad Gray wrote on Wed, 28 November 2007 14:06The RGB values are all modified in level editor, but if you are going to do that you might just as well make a new beam texture and then just change the obby's.

would you be able to use this modification online though?

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