
Subject: Laser Experiments

Posted by [General Havoc](#) on Thu, 17 Jul 2003 18:42:07 GMT

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Ok, I went into LevelEdit and started tracing the engineer preset until after it took me back 6 or so presets to the preset with the projectile in. I found it was using this file:

blue_triple.dds

So if you edit that file you should be able to change the color of the engineers laser beam. You need to get a copy from the always.dat then edit it with or without the mip maps in Photoshop or Paintshop. Save as DXT1 (normal used for transparent textures) and that should work. I doubt it would be DXT5 so try DXT1 first and see if it works.

_General Havoc
