
Subject: ob crystals?

Posted by [got2byoda](#) on Sun, 25 Nov 2007 21:37:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

hey can someone make the ob crystals gray for me?

i heard its possible but people at jelly cant do it/

i just wanted to know if someone so nice and spend some time to do this thing for me .

it would be very very much appreciated.

if u could make the crystals (beam and all of that) this color of silver in this picture i would be so so happy and love u guys all forever and for always

<http://www.raidersonline.org/images/OaklandRaiders.jpg>

Subject: Re: ob crystals?

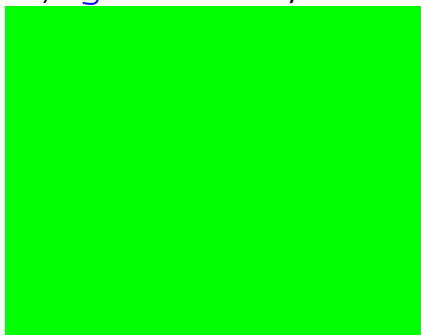
Posted by [Lazy5686](#) on Sun, 25 Nov 2007 23:19:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

People at Jelly can do it (at least the crystal part) but the beam and charge animation I am not sure. If someone here knows how to change those colours then can somebody also make them this colour green for me?

File Attachments

1) [green.JPG](#), downloaded 703 times



Subject: Re: ob crystals?

Posted by [got2byoda](#) on Mon, 26 Nov 2007 17:36:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

thats what i meant the beam.

if someone can pretty plz do that i will be fvery grateful

Subject: Re: ob crystals?

Posted by [Jerad2142](#) on Mon, 26 Nov 2007 17:39:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Beam animations are done by taking 1 entire row of a texture and then stretching it along the length of the image. Then it will move down one row and do the same thing (it might be up, its one of the two though).

Subject: Re: ob crystals?

Posted by [Lazy5686](#) on Mon, 26 Nov 2007 19:26:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

I thought it would be something along those lines, now I just have to find the file.

Subject: Re: ob crystals?

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

[View Forum Message](#) <> [Reply to Message](#)

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.

Subject: Re: ob crystals?

Posted by [havoc9826](#) on Mon, 26 Nov 2007 20:44:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think they're blue_single.dds and blue_triple.dds, but I forget which does which.

Subject: Re: ob crystals?

Posted by [rhuarc](#) on Tue, 27 Nov 2007 02:27:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

i tried those files but it didnt do anything that i could see..

Subject: Re: ob crystals?

Posted by [Jerad2142](#) on Tue, 27 Nov 2007 05:31:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

rhuarc wrote on Mon, 26 November 2007 19:27i tried those files but it didnt do anything that i could see..

Put them in the data folder?

Subject: Re: ob crystals?

Posted by [Lazy5686](#) on Tue, 27 Nov 2007 19:33:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok the blue_single.dds and blue_triple.dds are the repair beams...

I have found some of the anim inside of the ob but I still haven't found the beam.

Subject: Re: ob crystals?

Posted by [Jerad2142](#) on Tue, 27 Nov 2007 19:42:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

Lazy5686 wrote on Tue, 27 November 2007 12:33Ok the blue_single.dds and blue_triple.dds are the repair beams...

I have found some of the anim inside of the ob but I still haven't found the beam.

Odd, I just checked and according to the objects.dbs the obby laser is "blue_triple.tga"

Subject: Re: ob crystals?

Posted by [Lazy5686](#) on Tue, 27 Nov 2007 20:49:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok so for some reason it affects both the ob beam and the repair beam.

Subject: Re: ob crystals?

Posted by [got2byoda](#) on Wed, 28 Nov 2007 07:46:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

so if i wanted to ob to be like a silver..the repair beam would have to be silver also?

Subject: Re: ob crystals?

Posted by [nopol10](#) on Wed, 28 Nov 2007 08:49:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

blue_triple.dds affects both the repair beam and Obelisk laser because it is used as the beam texture for both. The difference in colour comes from the RGB modifier which is applied on the Ob laser.

Subject: Re: ob crystals?

Posted by [Di3HardNL](#) on Wed, 28 Nov 2007 14:58:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

It also works for the PIC, and mobius :/

Nopol do you know how to edit the colour that comes from the RGB modifier which is applied on to the Obelisk laser? Because I don't know how to..

Subject: Re: ob crystals?

Posted by [Lazy5686](#) on Wed, 28 Nov 2007 19:46:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Me and Swigs have been looking into to it but still nothing...

Subject: Re: ob crystals?

Posted by [Jerad2142](#) on Wed, 28 Nov 2007 20:06:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

The 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.

Subject: Re: ob crystals?

Posted by [Lazy5686](#) on Wed, 28 Nov 2007 20:25:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

How would I change the ob's beam texture?

Subject: Re: ob crystals?

Posted by [rhuarc](#) on Thu, 29 Nov 2007 02:05:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

how do you edit that sort of thing in level edit lol..

Subject: Re: ob crystals?

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

[View Forum Message](#) <> [Reply to Message](#)

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?

Subject: Re: ob crystals?

Posted by [Jerad2142](#) on Fri, 30 Nov 2007 16:03:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

GrimmNL wrote on Fri, 30 November 2007 07:41Jerad 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?
As long as it is in the mix, but same goes for any level editor changes.

Subject: Re: ob crystals?

Posted by [GrimmNL](#) on Fri, 30 Nov 2007 21:34:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Jerad Gray wrote on Fri, 30 November 2007 10:03GrimmNL wrote on Fri, 30 November 2007 07:41Jerad 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?
As long as it is in the mix, but same goes for any level editor changes.
the servers's .mix as well though right. so you wouldnt be able to use it on any current public servers.

Subject: Re: ob crystals?

Posted by [Jerad2142](#) on Sat, 01 Dec 2007 00:24:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

GrimmNL wrote on Fri, 30 November 2007 14:34Jerad Gray wrote on Fri, 30 November 2007 10:03GrimmNL wrote on Fri, 30 November 2007 07:41Jerad 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?
As long as it is in the mix, but same goes for any level editor changes.
the servers's .mix as well though right. so you wouldnt be able to use it on any current public servers.
Everyone would have to down load the modified mix.
