
Subject: Need some more file names.

Posted by [ChewML](#) on Sun, 06 Jul 2008 04:39:58 GMT

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Can anyone tell me the file names for, the rep beam, any of the lasers from the guns, and the obby beam.

I thought I had found the files but, when I tried to edit them it did not work.

So also if there is anything special I need to do plz tell me.

Subject: Re: Need some more file names.

Posted by [Veyrdite](#) on Sun, 06 Jul 2008 04:44:25 GMT

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ChewML wrote on Sun, 06 July 2008 14:39Can anyone tell me the file names for, the rep beam, any of the lasers from the guns, and the obby beam.

I thought I had found the files but, when I tried to edit them it did not work.

So also if there is anything special I need to do plz tell me.

The textures only control the transparency, the actual colour of these laser-beams are set in LE.

Subject: Re: Need some more file names.

Posted by [ChewML](#) on Sun, 06 Jul 2008 04:51:17 GMT

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May sound dumb, but what is LE?

Subject: Re: Need some more file names.

Posted by [N1warhead](#) on Sun, 06 Jul 2008 04:53:40 GMT

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ChewML wrote on Sat, 05 July 2008 23:51May sound dumb, but what is LE?

LE = Level Edit.

You can get that from the Renegade MOD Tools 2.

And actually, the repair beam is made from W3d Viewer as an Emitter set as Line Mode or something like that.

You can get W3d Viewer also with the Rnegade MOD Tools 2.

Subject: Re: Need some more file names.
Posted by [ChewML](#) on Sun, 06 Jul 2008 05:12:02 GMT
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So I went and downloaded that stuff, but then I uninstalled it because it was to complex for me.

Guess I just have to live with the normal lasers.

Subject: Re: Need some more file names.
Posted by [N1warhead](#) on Sun, 06 Jul 2008 05:15:07 GMT
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ChewML wrote on Sun, 06 July 2008 00:12So I went and downloaded that stuff, but then I uninstalled it because it was to complex for me.

Guess I just have to live with the normal lasers.

You can get tutorials for pretty much everything at renhelp.net.

Subject: Re: Need some more file names.
Posted by [ChewML](#) on Sun, 06 Jul 2008 05:41:41 GMT
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I'm too lazy to get into the actual editing of stuff. I just like to change simple things like colors.

Subject: Re: Need some more file names.
Posted by [Veyrdite](#) on Sun, 06 Jul 2008 05:46:49 GMT
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ChewML wrote on Sun, 06 July 2008 15:41I'm too lazy to get into the actual editing of stuff. I just like to change simple things like colors.

Trust me, it's not hard. All you need to do is point and click a few times.

Subject: Re: Need some more file names.
Posted by [ErroR](#) on Sun, 06 Jul 2008 07:35:59 GMT
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making custom weapons to pwn bots is fun you just hit edit and edit all the characteristiccs
vehicles,weapons,characaters,objects have...

Subject: Re: Need some more file names.
Posted by [ChewML](#) on Sun, 06 Jul 2008 13:12:57 GMT
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Also everything I make I would like to be able to use in a normal half RG server (or what ever the
coming equal is with TT). And I think RG is currently blocking all w3d.

Subject: Re: Need some more file names.
Posted by [Sn1per74*](#) on Sun, 06 Jul 2008 14:38:46 GMT
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ChewML wrote on Sun, 06 July 2008 08:12Also everything I make I would like to be able to use in
a normal half RG server (or what ever the coming equal is with TT). And I think RG is currently
blocking all w3d.
Dont use RG... simple fix.

Subject: Re: Need some more file names.
Posted by [ChewML](#) on Sun, 06 Jul 2008 15:08:57 GMT
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Sn1per74* wrote on Sun, 06 July 2008 09:38ChewML wrote on Sun, 06 July 2008 08:12Also
everything I make I would like to be able to use in a normal half RG server (or what ever the
coming equal is with TT). And I think RG is currently blocking all w3d.
Dont use RG... simple fix.

I have to use RG, because I am a moderator at n00bstories and n00bstories is the only server I
really play on.

Subject: Re: Need some more file names.
Posted by [EA-DamageEverything](#) on Tue, 08 Jul 2008 23:43:02 GMT
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Repair Gun= blue_triple.dds
Volt Auto= blue_single.dds

The PICs' beam is a part of the files from the ION Cannon beam, noise etc.

Subject: Re: Need some more file names.
Posted by [ChewML](#) on Wed, 09 Jul 2008 00:21:16 GMT
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EA-DamageEverything wrote on Tue, 08 July 2008 18:43Repair Gun= blue_triple.dds
Volt Auto= blue_single.dds

The PICs' beam is a part of the files from the ION Cannon beam, noise etc.

Ty, I will go give these a try here in a lil bit.
