
Subject: ChemSprayer
Posted by [LR01](#) on Tue, 11 Nov 2008 15:37:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

What is the name of these "chem bullet holes"?

Subject: Re: ChemSprayer
Posted by [Di3HardNL](#) on Tue, 11 Nov 2008 15:46:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

its a .dds file, i dont know the name but should be easy to find with xccmixer..

Subject: Re: ChemSprayer
Posted by [_SSnipe_](#) on Tue, 11 Nov 2008 16:58:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have a full purplke tib pack all tib dds files and w3d files so if you need a name just ask heres the name of the one your looking for

its rather this

19_grnglob1.dds

or this

tib_scorch01.dds

Subject: Re: ChemSprayer
Posted by [LR01](#) on Tue, 11 Nov 2008 17:07:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

ow, thanks for that

but...

srory, I need a other file:

it's the smoke coming from it, the green smoke

what is the name of that file?

help would be appreciated.

Subject: Re: ChemSprayer

Posted by [ErroR](#) on Tue, 11 Nov 2008 17:17:07 GMT

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

It's an emitter and it uses the e_master1.dds

Subject: Re: ChemSprayer

Posted by [samous](#) on Tue, 11 Nov 2008 17:18:24 GMT

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

out of curiosity, what r u doing? Are you making a blue tib warrior or something?

Subject: Re: ChemSprayer

Posted by [_SSnipe_](#) on Tue, 11 Nov 2008 17:19:17 GMT

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

ErroR wrote on Tue, 11 November 2008 09:17It's an emitter and it uses the e_master1.dds but the e_master1.dds file is hard to tell what is what. I can upload my tib pack if wanted that has all tib files

Subject: Re: ChemSprayer

Posted by [LR01](#) on Tue, 11 Nov 2008 19:15:29 GMT

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

no thanks, I need to know the name of the emitter, the .w3d
this is for the BFD mod, which I make part off

Subject: Re: ChemSprayer

Posted by [_SSnipe_](#) on Tue, 11 Nov 2008 19:18:50 GMT

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

Well i have all of the emitters but cant open them right now, but i know i had a problem where one thing did not even turn another color and some turn pinkish cause the color fades over time like blue to green or purple to pink.

Subject: Re: ChemSprayer
Posted by [samous](#) on Tue, 11 Nov 2008 19:38:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

bfd?

Subject: Re: ChemSprayer
Posted by [Scrin](#) on Tue, 11 Nov 2008 19:53:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: ChemSprayer
Posted by [samous](#) on Tue, 11 Nov 2008 20:47:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

wow... stars in aww..... :[]

Subject: Re: ChemSprayer
Posted by [ErroR](#) on Tue, 11 Nov 2008 20:56:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

LR01 wrote on Tue, 11 November 2008 21:15no thanks, I need to know the name of the emitter, the .w3d
this is for the BFD mod, which I make part off
e_chemicalweapon or e)chem or something that starts with e_chem

Subject: Re: ChemSprayer
Posted by [anant](#) on Tue, 11 Nov 2008 21:00:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

scrin,
post wall textures

Subject: Re: ChemSprayer
Posted by [Vancer2](#) on Wed, 12 Nov 2008 00:03:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

scrin how did u do that????? by the way could u help me with a magnum skin i dont know how to get the files to replace the skin for the pistol

Subject: Re: ChemSprayer
Posted by [samous](#) on Wed, 12 Nov 2008 00:14:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

still, what is bfd?

EDIT:uhhh, scrin, you flame has a gdi mark on it, is it a dubble agent or something? lol

File Attachments

1) [gdi flame.bmp](#), downloaded 468 times

Subject: Re: ChemSprayer
Posted by [MGamer](#) on Wed, 12 Nov 2008 00:31:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

its the chem thrower from C&C Reborn

Subject: Re: ChemSprayer
Posted by [samous](#) on Wed, 12 Nov 2008 00:50:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

even if it is a chem not a flame, it still should be nod, GDI don't get those weapons, do they?

Subject: Re: ChemSprayer
Posted by [MGamer](#) on Wed, 12 Nov 2008 01:24:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

they do in reborn

Subject: Re: ChemSprayer
Posted by [_SSnipe_](#) on Wed, 12 Nov 2008 02:00:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scrin wrote on Tue, 11 November 2008 11:53

You just love showing off your skins in every damn post dont you

Subject: Re: ChemSprayer

Posted by [KobraOps](#) on Wed, 12 Nov 2008 02:22:56 GMT

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

How is he showing off, the scorp tail on the bottom ring of the pp is backwards makes the whole thing look like shit

Subject: Re: ChemSprayer

Posted by [samous](#) on Wed, 12 Nov 2008 02:33:51 GMT

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

lol, i think he was talking about the chem/flame effect.

Subject: Re: ChemSprayer

Posted by [Scrin](#) on Wed, 12 Nov 2008 06:37:39 GMT

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

(.)
im lazy to remove gdi logo, but il try to do something...

Subject: Re: ChemSprayer

Posted by [LR01](#) on Wed, 12 Nov 2008 11:58:09 GMT

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

ErroR wrote on Tue, 11 November 2008 21:56LR01 wrote on Tue, 11 November 2008 21:15no thanks, I need to know the name of the emitter, the .w3d this is for the BFD mod, which I make part off e_chemicalweapon or e)chem or something that starts with e_chem

Can't find it, there is only e_chemicalweapon and BFD is a Renegade mod, <http://www.battlefordune.co.uk> k, it's a emitter, I still want to know it's name

Subject: Re: ChemSprayer
Posted by [Jerad2142](#) on Wed, 12 Nov 2008 15:13:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Chem Decal:
tib_scorch01.tga

Subject: Re: ChemSprayer
Posted by [Di3HardNL](#) on Wed, 12 Nov 2008 16:19:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

i think you wasted your time on making a special topic about this.. just search yourself next time, its so easy to find with w3dviewr. took me 3 minutes to find it.

its e_tiberium2.w3d

Subject: Re: ChemSprayer
Posted by [Jerad2142](#) on Wed, 12 Nov 2008 16:22:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

LR01 wrote on Tue, 11 November 2008 08:37

What is the name of these "chem bullet holes"?

Di3HardNL wrote on Wed, 12 November 2008 09:19i think you wasted your time on making a special topic about this.. just search yourself next time, its so easy to find with w3dviewr. took me 3 minutes to find it.

its e_tiberium2.w3d

Bullet hole not emitter, bullet holes are textures and this one happens to be:

Jerad Gray wrote on Wed, 12 November 2008 08:13Chem Decal:

tib_scorch01.tga

Subject: Re: ChemSprayer
Posted by [ErroR](#) on Wed, 12 Nov 2008 16:33:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

but then he said he needs the spray

Subject: Re: ChemSprayer
Posted by [Jerad2142](#) on Wed, 12 Nov 2008 16:53:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

He did didn't he, the correct w3d for that is: e_chemweapon.w3d

Subject: Re: ChemSprayer

Posted by [LR01](#) on Wed, 12 Nov 2008 17:39:19 GMT

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

It's not working, the point is, I use a standalone, even when I use all the w3d's that start whit e_
the game still crashes

Subject: Re: ChemSprayer

Posted by [Di3HardNL](#) on Wed, 12 Nov 2008 18:11:06 GMT

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

Ehh jerard, read again. He wanted the emitter file

LR01 wrote on Tue, 11 November 2008 11:07

it's the smoke coming from it, the green smoke
what is the name of that file?

help would be appreciated.

And LR01, you dont manual rename the w3d files are you? because it will crash then. re-name them in w3dviewer. Im pretty sure you did something wrong. Why would it crash with an edited emitter in your data if the normal renegade uses emitters to..

Subject: Re: ChemSprayer

Posted by [LR01](#) on Thu, 13 Nov 2008 12:14:45 GMT

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

Problem is not that simple I see now, I merged the always.dat and always2.dat from the orginal regenegade, still crash

Why happens when you shoot your buidling whit a chemsprayer?

I had a prob like that, it was whit the pistol, I found a box named EJECT, I needed to delete and export it.

Just redoing the chemsprayer would be necessary I think, then I wonder, where is the it that makes it crash in the chemsprayer, since it only happens when you shoot your own buildings, shooting on the ground is fine

Subject: Re: ChemSprayer

Posted by [ErroR](#) on Thu, 13 Nov 2008 12:37:32 GMT

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

LR01 wrote on Thu, 13 November 2008 14:14 Problem is not that simple I see now, I merged the always.dat and always2.dat from the original regenegade, still crash

Why happens when you shoot your building with a chemsprayer?

I had a prob like that, it was with the pistol, I found a box named EJECT, I needed to delete and export it.

Just redoing the chemsprayer would be necessary I think, then I wonder, where is it that makes it crash in the chemsprayer, since it only happens when you shoot your own buildings, shooting on the ground is fine

U mean u need the "eject" bone removed from the chem sprayer?

Subject: Re: ChemSprayer

Posted by [LR01](#) on Thu, 13 Nov 2008 15:07:17 GMT

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

ErroR wrote on Thu, 13 November 2008 13:37 LR01 wrote on Thu, 13 November 2008 14:14 Problem is not that simple I see now, I merged the always.dat and always2.dat from the original regenegade, still crash

Why happens when you shoot your building with a chemsprayer?

I had a prob like that, it was with the pistol, I found a box named EJECT, I needed to delete and export it.

Just redoing the chemsprayer would be necessary I think, then I wonder, where is it that makes it crash in the chemsprayer, since it only happens when you shoot your own buildings, shooting on the ground is fine

U mean u need the "eject" bone removed from the chem sprayer?

I don't know how WW made ore coded it, that is my problem, some weapons appear to call up some things

(I think EJECT is used for the bullets coming out the pistol when you shoot it)

Subject: Re: ChemSprayer

Posted by [ErroR](#) on Thu, 13 Nov 2008 15:11:28 GMT

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

LR01 wrote on Thu, 13 November 2008 17:07 ErroR wrote on Thu, 13 November 2008 13:37 LR01 wrote on Thu, 13 November 2008 14:14 Problem is not that simple I see now, I merged the always.dat and always2.dat from the original regenegade, still crash

Why happens when you shoot your buidling whit a chemsprayer?

I had a prob like that, it was whit the pistol, I found a box named EJECT, I needed to delete and export it.

Just redoing the chemsprayer would be necessary I think, then I wonder, where is the it that makes it crash in the chemsprayer, since it only happens when you shoot your own buildings, shooting on the ground is fine

U mean u need the "eject" bone removed form the chem sprayer?

I don't know how WW made ore coded it, that is my problem, some weapons appear to call up some things

(I think EJECT is used for the bullets coming out the pistol when you shoot it)yes, not only pistol

Subject: Re: ChemSprayer

Posted by [LR01](#) on Thu, 13 Nov 2008 19:28:50 GMT

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

ErroR wrote on Thu, 13 November 2008 16:11LR01 wrote on Thu, 13 November 2008

17:07ErroR wrote on Thu, 13 November 2008 13:37LR01 wrote on Thu, 13 November 2008

14:14Problem is not that simple I see now, I merged the always.dat and always2.dat from the orginal regenegade, still crash

Why happens when you shoot your buidling whit a chemsprayer?

I had a prob like that, it was whit the pistol, I found a box named EJECT, I needed to delete and export it.

Just redoing the chemsprayer would be necessary I think, then I wonder, where is the it that makes it crash in the chemsprayer, since it only happens when you shoot your own buildings, shooting on the ground is fine

U mean u need the "eject" bone removed form the chem sprayer?

I don't know how WW made ore coded it, that is my problem, some weapons appear to call up some things

(I think EJECT is used for the bullets coming out the pistol when you shoot it)yes, not only pistol

Do you know how that work? the bullets flying out?

Subject: Re: ChemSprayer

Posted by [ErroR](#) on Thu, 13 Nov 2008 19:38:44 GMT

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

LR01 wrote on Thu, 13 November 2008 21:28
Error wrote on Thu, 13 November 2008 16:11
LR01 wrote on Thu, 13 November 2008 17:07
Error wrote on Thu, 13 November 2008 13:37
LR01 wrote on Thu, 13 November 2008 14:14
Problem is not that simple I see now, I merged the always.dat and always2.dat from the original regenegade, still crash

Why happens when you shoot your building with a chemsprayer?

I had a prob like that, it was with the pistol, I found a box named EJECT, I needed to delete and export it.

Just redoing the chemsprayer would be necessary I think, then I wonder, where is the it that makes it crash in the chemsprayer, since it only happens when you shoot your own buildings, shooting on the ground is fine

U mean u need the "eject" bone removed from the chem sprayer?

I don't know how WW made ore coded it, that is my problem, some weapons appear to call up some things

(I think EJECT is used for the bullets coming out the pistol when you shoot it) yes, not only pistol

Do you know how that work? the bullets flying out?

well it's the place bullet shells fly from.. but in chem sprayer, flamer and others it doesn't do anything (since it ejects nothing)

Subject: Re: ChemSprayer

Posted by [LR01](#) on Fri, 14 Nov 2008 22:31:25 GMT

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

I just found a simple solution,
quite funny how something that looks so complex can be so simple,
I just needed to change the warhead type from chem to bullet,
it works perfect now, still I wonder why it would crash with the chem warhead, only when you shoot a building

anyway, thanks for all your effort

Subject: Re: ChemSprayer

Posted by [_SSnipe_](#) on Fri, 14 Nov 2008 22:51:46 GMT

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

I kinda skipped thru this, your telling me this is not yet solved? I have all this into purple give me what you want and I'll find it

Subject: Re: ChemSprayer

Posted by [LR01](#) on Sat, 15 Nov 2008 09:30:57 GMT

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

SSnipe wrote on Fri, 14 November 2008 23:51 I kinda skiped thru this, your telling me this is not yet solved? I have all tib into purple give me what you want and ill find it

ow no, it is solved
