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Subject: [Texture]Tiberium rifle

Posted by [Scrinwarrior](#) on Tue, 30 Dec 2008 05:37:54 GMT

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First off, I have a question. The green dot on the side of the tiberium rifle uses something other than just the file I use to skin (f\_gm\_tibr), how do you access this file and change the color of that little annoying green dot?

Secondly, here is the tiberium rifle skin I made, though if I am told how to get to that green dot's file, this is not the final version (even though the change would be very slight). Here it is:

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### File Attachments

1) [f\\_gm\\_tibr.dds](#), downloaded 193 times

2) [ScreenShot02.png](#), downloaded 927 times



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Subject: Re: Tiberium rifle

Posted by [Veyrdite](#) on Tue, 30 Dec 2008 06:13:36 GMT

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Nice skin - now it's called the Lava rifle

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Subject: Re: Tiberium rifle

Posted by [Scrinwarrior](#) on Tue, 30 Dec 2008 08:34:18 GMT

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nah, it still fires green bullets/laser/stuff

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Subject: Re: Tiberium rifle  
Posted by [Altzan](#) on Tue, 30 Dec 2008 09:07:36 GMT  
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Scrinwarrior wrote on Tue, 30 December 2008 02:34nah, it still fires green bullets/laser/stuff

I lol'd

Great job!

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Subject: Re: Tiberium rifle  
Posted by [Scrinwarrior](#) on Tue, 30 Dec 2008 09:20:15 GMT  
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Thanks!

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Subject: Re: Tiberium rifle  
Posted by [ErroR](#) on Tue, 30 Dec 2008 10:31:46 GMT  
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it uses something like white\_light.tga/.dds also better edit the emmitter so it shoots red

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Subject: Re: Tiberium rifle  
Posted by [anant](#) on Tue, 30 Dec 2008 21:45:21 GMT  
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kill, like I said in PM's

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Subject: Re: Tiberium rifle  
Posted by [ArtyWh0re](#) on Tue, 30 Dec 2008 22:24:14 GMT  
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Your weapon skins are pretty cool

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Subject: Re: Tiberium rifle  
Posted by [Scrinwarrior](#) on Tue, 30 Dec 2008 23:41:01 GMT  
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ErroR wrote on Tue, 30 December 2008 04:31it uses something like white\_light.tga/.dds also better edit the emmitter so it shoots red

what is the emitter file?

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Subject: Re: Tiberium rifle

Posted by [Scrinwarrior](#) on Wed, 31 Dec 2008 08:06:10 GMT

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Dthdealer wrote on Tue, 30 December 2008 00:13Nice skin - now it's called the Lava rifle

No, this is ANOTHER skin I made just because you said that.

No, THIS is the Lava Rifle! Sorry but I couldn't get a screenshot of it, because I was in a rush. I basically used a feature on Paint.net to make it look burnt or on fire. Trust me, it is awesome!

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#### File Attachments

1) [f\\_gm\\_tibr.dds](#), downloaded 188 times

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Subject: Re: Tiberium rifle

Posted by [ErroR](#) on Wed, 31 Dec 2008 08:44:03 GMT

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the emmitter is something like e\_tib\_\*\*\*

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Subject: Re: Tiberium rifle

Posted by [Altzan](#) on Wed, 31 Dec 2008 18:18:51 GMT

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Scrinwarrior wrote on Wed, 31 December 2008 02:06Dthdealer wrote on Tue, 30 December 2008 00:13Nice skin - now it's called the Lava rifle

No, this is ANOTHER skin I made just because you said that.

No, THIS is the Lava Rifle! Sorry but I couldn't get a screenshot of it, because I was in a rush. I basically used a feature on Paint.net to make it look burnt or on fire. Trust me, it is awesome!

Toggle Spoiler

Also I recommend putting your skins in .rar or .zip instead of uploading the raw file.

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#### File Attachments

1) [ScreenShot01.png](#), downloaded 710 times

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Subject: Re: Tiberium rifle

Posted by [Scrinwarrior](#) on Thu, 01 Jan 2009 07:14:35 GMT

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Hmm, i'll try that with the next one.

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Subject: Re: Tiberium rifle

Posted by [anant](#) on Thu, 01 Jan 2009 08:06:41 GMT

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[quote title=Scrinwarrior wrote on Wed, 31 December 2008 02:06  
Sorry but I couldn't get a screenshot of it, because I was in a rush.[/quote]  
Got your back man.

### File Attachments

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1) [ScreenShot21.png](#), downloaded 715 times



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Subject: Re: Tiberium rifle  
Posted by [Scrinwarrior](#) on Fri, 02 Jan 2009 04:33:45 GMT  
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It seems you and Altzan do. Thx for the help. By the way, all the emitter files I found were W3D. How do I get to editing them then?

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Subject: Re: Tiberium rifle

Posted by [ErroR](#) on Fri, 02 Jan 2009 11:14:27 GMT

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you extract them, u select the emitter in W3d viewer, u hit enter and change the settings, then after you finish editing hit File>Export>Emitter , and replace the current emitter

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Subject: Re: Tiberium rifle

Posted by [Scrinwarrior](#) on Fri, 02 Jan 2009 19:46:33 GMT

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Oh, ok then. Thanks.

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Subject: Re: Tiberium rifle

Posted by [IronWarrior](#) on Sun, 22 Feb 2009 18:40:29 GMT

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Sorry, it took so long.

Added to Game-Maps.NET in a pack: <http://ren.game-maps.net/index.php?act=view&id=1334>

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