
Subject: obelisk ray

Posted by [Xena](#) on Tue, 03 Feb 2009 20:49:17 GMT

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I need to know what the .dds file is called for the red glowing parts on the obelisk. (the ray etc.) when you look at the picture from the inside you see that there is one texture that is still red. I need to know how that file is called aswell.

Please help me out

Subject: Re: obelisk ray

Posted by [_SSnipe_](#) on Wed, 04 Feb 2009 00:13:32 GMT

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Xena wrote on Tue, 03 February 2009 12:49

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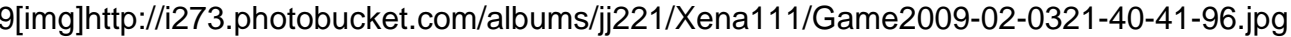
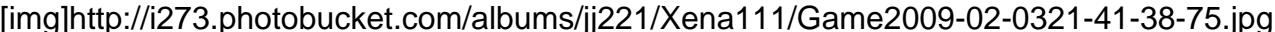
I have tried to do this, there is no dds

wtf is wrong with the humvee

Subject: Re: obelisk ray

Posted by [u6795](#) on Wed, 04 Feb 2009 00:40:25 GMT

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SSnipe wrote on Tue, 03 February 2009 19:13Xena wrote on Tue, 03 February 2009 12:49


I need to know what the .dds file is called for the red glowing parts on the obelisk. (the ray etc.) when you look at the picture from the inside you see that there is one texture that is still red. I need to know how that file is called aswell.

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Freakish screenshot of the humvee inbetween being destroyed and respawning as a wreck. Look at the armor lol.

Subject: Re: obelisk ray

Posted by [rhuarc](#) on Wed, 04 Feb 2009 02:11:23 GMT

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i think a couple at jelly found nothing could change it :S

Subject: Re: obelisk ray

Posted by [_SSnipe_](#) on Wed, 04 Feb 2009 02:15:37 GMT

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Ya dont think anything I can tryed and asked around and got shit

Subject: Re: obelisk ray

Posted by [Gen_Blacky](#) on Wed, 04 Feb 2009 05:22:42 GMT

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it can be changed

Subject: Re: obelisk ray

Posted by [ChewML](#) on Wed, 04 Feb 2009 05:32:37 GMT

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Gen_Blacky wrote on Wed, 04 February 2009 00:22it can be changed

^ it has to come from somewhere

Subject: Re: obelisk ray

Posted by [saberhawk](#) on Wed, 04 Feb 2009 05:35:49 GMT

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ChewML wrote on Wed, 04 February 2009 00:32Gen_Blacky wrote on Wed, 04 February 2009 00:22it can be changed

^ it has to come from somewhere

Yeah, objects.ddb.

Subject: Re: obelisk ray
Posted by [Xena](#) on Wed, 04 Feb 2009 07:19:20 GMT
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so there IS a way to change it, but nobody knows?

Subject: Re: obelisk ray
Posted by [saberhawk](#) on Wed, 04 Feb 2009 07:22:52 GMT
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Xena wrote on Wed, 04 February 2009 02:19so there IS a way to change it, but nobody knows?

For your purposes, there is no way of changing it.
