
Subject: Repair Beam
Posted by [LiL KiLLa](#) on Sun, 15 Mar 2009 00:45:12 GMT
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Hmm can anyone explain me how to edit the repair beam?
[not the .dds file]

Subject: Re: Repair Beam
Posted by [Di3HardNL](#) on Sun, 15 Mar 2009 00:59:04 GMT
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if you mean just the color, then i would do it in LE. The only way i think of is in my opinion to modify the objects.ddb for that. But I am guessing you don't want to edit that file because you want to play with it online?

Subject: Re: Repair Beam
Posted by [Omar007](#) on Sun, 15 Mar 2009 12:21:49 GMT
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I think he means the way it fires (the way the beam looks itself)
Changing the projectile or something like that.

Am i right?

Subject: Re: Repair Beam
Posted by [LiL KiLLa](#) on Sun, 15 Mar 2009 16:29:13 GMT
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Yes, I want to use it online.

Subject: Re: Repair Beam
Posted by [Di3HardNL](#) on Sun, 15 Mar 2009 16:36:18 GMT
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then the only thing you can do is change the alpha channel of the skin in photoshop since the beam itself is not a w3d.

Subject: Re: Repair Beam
Posted by [LiL KiLLa](#) on Sun, 15 Mar 2009 16:42:55 GMT

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I don't use Photoshop....

Subject: Re: Repair Beam

Posted by [Di3HardNL](#) on Sun, 15 Mar 2009 16:55:55 GMT

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you can also use other programs for it if you have the .dds plugin for it

Subject: Re: Repair Beam

Posted by [LiL KiLLa](#) on Sun, 15 Mar 2009 17:06:12 GMT

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like PaintShop Pro 9 ?

Subject: Re: Repair Beam

Posted by [Di3HardNL](#) on Sun, 15 Mar 2009 17:07:02 GMT

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yes
