

---

Subject: W3d File name

Posted by [Player](#) on Wed, 01 Jul 2009 21:32:40 GMT

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

---

Hey guys,

Could someone tell me please the w3d file name when you shoot with a laser gun against the wall?

Please help me

---

---

Subject: Re: W3d File name

Posted by [Gen\\_Blacky](#) on Wed, 01 Jul 2009 22:04:33 GMT

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

---

Look in always.dat with RenegadeEx.

---

---

Subject: Re: W3d File name

Posted by [ErroR](#) on Wed, 01 Jul 2009 22:17:49 GMT

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

---

look in surfaceeffects.ini emmitter for laser warhead

EDIT: e\_laz\_metal

---

---

Subject: Re: W3d File name

Posted by [Player](#) on Wed, 01 Jul 2009 22:25:32 GMT

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

---

Thank you for your reply Gen\_Blacky.

Thank you so much ErroR

---

---

Subject: Re: W3d File name

Posted by [ErroR](#) on Wed, 01 Jul 2009 22:32:33 GMT

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

---

---

Subject: Re: W3d File name

Posted by [Gen\\_Blacky](#) on Wed, 01 Jul 2009 23:31:51 GMT

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

---

ErroR wrote on Wed, 01 July 2009 17:17look in surfaceeffects.ini emmitter for laser warhead  
EDIT: e\_laz\_metal

lol I looked at that one didn't think it was it.

### File Attachments

1) [e\\_laz\\_metal.JPG](#), downloaded 473 times



---

Subject: Re: W3d File name  
Posted by [JeepRubi](#) on Thu, 02 Jul 2009 03:13:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

It's the same one the flamethrower leaves, meaning that if you replace the laser's scorch mark you will also modify the flametank's/flamethrower's scorch mark. Anyway, the file is scotch01.dds

---

Subject: Re: W3d File name  
Posted by [Di3HardNL](#) on Thu, 02 Jul 2009 07:44:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

JeepRubi wrote on Thu, 02 July 2009 05:13It's the same one the flamethrower leaves, meaning that if you replace the laser's scorch mark you will also modify the flametank's/flamethrower's scorch mark. Anyway, the file is scotch01.dds

He wants to change the model of the smoke/fire stuff which comes when you shoot with the laser. Not the burnmark..

---

Subject: Re: W3d File name  
Posted by [ErroR](#) on Thu, 02 Jul 2009 11:42:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Di3HardNL wrote on Thu, 02 July 2009 10:44JeepRubi wrote on Thu, 02 July 2009 05:13It's the same one the flamethrower leaves, meaning that if you replace the laser's scorch mark you will

also modify the flametank's/flamethrower's scorch mark. Anyway, the file is scorch01.dds

He wants to change the model of the smoke/fire stuff which comes when you shoot with the laser.  
Not the burnmark..

yes, and i looked at the bullet laser hitting a heavy metal surface

---