
Subject: W3d File name

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

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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

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Look in always.dat with RenegadeEx.

Subject: Re: W3d File name

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

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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

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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

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Subject: Re: W3d File name

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

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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 626 times



Subject: Re: W3d File name
Posted by [JeepRubi](#) on Thu, 02 Jul 2009 03:13:25 GMT
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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
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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
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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 scotch01.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
