Subject: File name for the flame color
Posted by sbhkilled25 on Wed, 09 Apr 2003 00:09:04 GMT
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whats the file name to change the color of the flame

Subject: File name for the flame color
Posted by [REHT]Spirit on Wed, 09 Apr 2003 00:21:11 GMT
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In always.dat it seems to be e_master01.dds (that's what the emitter says).

If it's not, feel free to say so and I shall find it.

Subject: File name for the flame color
Posted by SomeRhino on Wed, 09 Apr 2003 00:38:07 GMT
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The color is controlled by the emitter. I don't know what results you'd get from changing the texture.

Subject: File name for the flame color
Posted by [REHT]Spirit on Wed, 09 Apr 2003 00:42:46 GMT
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SomeRhinoThe color is controlled by the emitter. I don't know what results you'd get from changing the texture.

Yeah, that too (To think I forgot that after changing rocket trails, DOHDOHDOHDOHDOH!), lol. :oops:

Edit: Changing the texture will affect the shape of the emitter (ie, e_master01 is what makes it look cloudish, if you change the amount of particles coming out)

Subject: File name for the flame color
Posted by sbhkilled25 on Wed, 09 Apr 2003 02:54:42 GMT
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thanks guys

Subject: File name for the flame color
Posted by General Havoc on Wed, 09 Apr 2003 15:31:24 GMT
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You can mod this file because I have seen it done before. Just open up the DDS and edit it then save as an Alpha DXT into your data directory. Also as it was said it will also change the shape, i had a biohazard chamsprayer before that had a transparent bihazzard symbol in it. It does work quite well.

_General Havoc