

---

Subject: Laser Expirements  
Posted by [xSeth2k2x](#) on Thu, 17 Jul 2003 17:01:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

how would i change the color of the laser(say for example the repair gun)

---

---

Subject: Laser Expirements  
Posted by [Imdgr8one](#) on Thu, 17 Jul 2003 17:10:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Skin It?

---

---

Subject: Laser Expirements  
Posted by [gendres](#) on Thu, 17 Jul 2003 17:56:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i think there is a setting for that in Level Edit

---

---

Subject: Laser Expirements  
Posted by [General Havoc](#) on Thu, 17 Jul 2003 18:42:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ok, I went into LevelEdit and started tracing the engineer preset until after it took me back 6 or so presets to the preset with the projectile in. I found it was using this file:

blue\_triple.dds

So if you edit that file you should be able to change the color of the engineers laser beam. You need to get a copy from the always.dat then edit it with or without the mip maps in Photoshop or Paintshop. Save as DXT1 (normall used for transparent textures) and that should work. I doubt it would be DXT5 so try DXT1 first and see if it works.

\_General Havoc

---

---

Subject: Laser Expirements  
Posted by [Wild1](#) on Thu, 17 Jul 2003 18:44:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ask SomeRhino about that. He changed it for his mod Sole Survivor and now its orange.

---

---

Subject: Laser Expirements

Posted by [General Havoc](#) on Thu, 17 Jul 2003 19:01:15 GMT

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

---

Try what I said because It will work as your re-skinning the laser.

\_General Havoc

---

Subject: Laser Expirements

Posted by [\[REHT\]Spirit](#) on Thu, 17 Jul 2003 19:42:54 GMT

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

---

There are laser settings in level edit for it, it's under the projectile settings. However it appears as XYZ instead of RGB (I don't think it's RGB though, some diff pattern). The skin, I think, edits the shape and color distrubution or strength for the beam.

---

Subject: Laser Expirements

Posted by [xSeth2k2x](#) on Thu, 17 Jul 2003 19:57:13 GMT

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

---

i turned it to a redish color but in game it doesnt show i mean no beam at all even come sout of the repair gun

---

Subject: Laser Expirements

Posted by [General Havoc](#) on Thu, 17 Jul 2003 21:29:04 GMT

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

---

You saved it wrong. Download this and unzip to your Renegade\Data directory. It does change the repair gun but not fully for some reason, maybe it has something to do with what Spirit said i'm not sure.

\_General Havoc

---