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Subject: Flechette Emitter

Posted by [Ferhago](#) on Thu, 14 Aug 2003 22:29:12 GMT

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I am aware of the E\_master file and all that.

The thing is, The E-master file does not have the same rules for tiberium emitters as it does for others. It will specify the base object, then the tiberium emitter w3d will cover the base object coloring it.

This is why when strafing the emission from the muzzle can sometimes be seen as the base color which in this instance is a yellow red. It quickly becomes the emitter w3d color though when it has been in existence long enough.

I will try changing every part of the whole e-master file to a different color to see if it works though

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