Subject: Ion Cannon.
Posted by _SSnipe_ on Sat, 26 Jan 2008 08:34:50 GMT

I made a green ion cannon but the smoke is blue and i went there the always.dat and cant find what skin it is making it blue....any help plz?

Subject: Re: Ion Cannon.
Posted by Scrin on Sat, 26 Jan 2008 08:55:46 GMT

SSnipe wrote on Sat, 26 January 2008 02:34I made a green ion cannon but the smoke is blue and i went there the always.dat and cant find what skin it is making it blue....any help plz?
Di3hardNL says you need change xg_Ioncannon... w3d emitters into your collor

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Subject: Re: Ion Cannon.
Posted by _SSnipe_ on Sat, 26 Jan 2008 09:13:13 GMT

the rest of it is w3d? damn idk how to chance color in w3d :S you sure thats it? i got

ion_clouds1.dds
e_beam_noise.dds
e_beam_noise_1.dds
e_beam_1.dds
e_beam_2.dds
e_beam_3.dds
ion_beam1.dds

and i still see blow dots and smoke/ and or dust at explosion...ill give u ss but pc frezzes when i open data folder =/ so you sure its the w3d?

Subject: Re: Ion Cannon.
Posted by Dealman on Sat, 26 Jan 2008 11:07:13 GMT

You change color of W3D emitters in the W3D Viewer.

1. Open the needed .W3D emitter.
2. Change to desired color.
3. Export the .W3D with same name.
4. Put the .W3D Emitter in the /Data folder.

Not tested, but it should work.

Subject: Re: Ion Cannon.
Posted by Scrin on Sat, 26 Jan 2008 12:47:45 GMT

Dealman wrote on Sat, 26 January 2008 05:07You change color of W3D emitters in the W3D
Viewer.

1. Open the needed .W3D emitter.
2. Change to desired color.
3. Export the .W3D with same name.
4. Put the .W3D Emitter in the /Data folder.

Not tested, but it should work.
dont forget set w3d name
by the way, here my ion (il trying to crate some cnc3 style laterZ...)
http://www.divshare.com/download/3607036-df1

Subject: Re: Ion Cannon.
Posted by mrÃ£Ã§Ä·z   on Sat, 26 Jan 2008 15:00:09 GMT

Cool i like your Skins

Subject: Re: Ion Cannon.
Posted by _SSnipe_ on Sat, 26 Jan 2008 18:07:49 GMT

Scrin wrote on Sat, 26 January 2008 04:47Dealman wrote on Sat, 26 January 2008 05:07You
change color of W3D emitters in the W3D Viewer.

1. Open the needed .W3D emitter.
2. Change to desired color.
3. Export the .W3D with same name.
4. Put the .W3D Emitter in the /Data folder.

Not tested, but it should work.
dont forget set w3d name
by the way, here my ion (il trying to crate some cnc3 style laterZ...)
http://www.divshare.com/download/3607036-df1

looks nice ill bump this if i have any trouble with the file whats the full name or is it what you
already posted above?
i saw a few files with the name ion in it which one(s) is it?

Subject: Re: Ion Cannon.
Posted by renalpha on Sat, 26 Jan 2008 18:54:57 GMT
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lol thats fugly
do you hate the orig ren or something??

Subject: Re: Ion Cannon.
Posted by _SSnipe_ on Sat, 26 Jan 2008 19:02:12 GMT
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renalpha wrote on Sat, 26 January 2008 10:54lol thats fugly
do you hate the orig ren or something??
can we stick to my question?

Subject: Re: Ion Cannon.
Posted by Di3HardNL on Sat, 26 Jan 2008 19:27:30 GMT
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renalpha you make skins to so stfu.

Subject: Re: Ion Cannon.
Posted by _SSnipe_ on Sat, 26 Jan 2008 19:28:28 GMT
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Di3HardNL wrote on Sat, 26 January 2008 11:27renalpha you make skins to so stfu.
back to subject please?

Subject: Re: Ion Cannon.
Posted by _SSnipe_ on Sat, 26 Jan 2008 19:44:43 GMT
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can you answer my question?

i uplooaded the file and get only this idk how to chance color

Subject: Re: Ion Cannon.
Posted by _SSnipe_ on Sat, 26 Jan 2008 23:49:54 GMT
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nvm that i got all the w3d but seems theres one that still blue i thinks is a hierarchy file....

Subject: Re: Ion Cannon.
Posted by _SSnipe_ on Sun, 27 Jan 2008 06:59:19 GMT
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anyone?

Subject: Re: Ion Cannon.
Posted by BlueThen on Sun, 27 Jan 2008 18:27:41 GMT
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1...2...3.. QUADRUPLE POST!

Use the edit button!!!

Subject: Re: Ion Cannon.
Posted by _SSnipe_ on Sun, 27 Jan 2008 19:03:47 GMT
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it was going down the listings:)