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Subject: How do I make projectiles.

Posted by [Spice](#) on Fri, 21 Jan 2005 23:17:03 GMT

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When setting your projectile for a weapon in Level edit there is a projectile setting. You can choose it from there.

Or you can use RenegadeEX or XCCmixer and extract the textures from the always.dat and edit the colors to what you want and make a new one. You can do it how oblivion said.

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