Subject: Re: Tinkering with Emitters... Posted by CodedRiceCracker on Thu, 12 Oct 2006 19:51:31 GMT View Forum Message <> Reply to Message

I never really paid attention to them, but here is what i think:

You need to copy the signal flare file (the aggregate i think, the one that keeps things together). Thit gives you one original and one copy. Rename the copy to something with the same ammount of character as the original.

(Now for the crappy part, becasue the old name is still baked into the file, wich causes ren to crash.)

Grab an hex editor, open the copy with it, and use the replace tool to replace the old filename (without the.w3d part) with your new one. Than save your file, and if my idea is sort of right, it should work. If not, sorry, im to lazy to try it out myself.

edit: in your new copied file, also make sure to hexedit the name of the old emitter to your new one.

edit: if none of this made sense sowwy

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