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Subject: Re: Laser Rifle

Posted by [Jerad2142](#) on Mon, 23 Apr 2007 16:04:44 GMT

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If you go into level editor and change the laser colors to either white (1.00, 1.00, 1.00 XYZ) or blue (0.00, 0.00, 1.00) it will work fine (note that if the texture is already blue just set it for white).

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