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Subject: [Texture]Tiberium rifle

Posted by [Scrinwarrior](#) on Tue, 30 Dec 2008 05:37:54 GMT

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First off, I have a question. The green dot on the side of the tiberium rifle uses something other than just the file I use to skin (f\_gm\_tibr), how do you access this file and change the color of that little annoying green dot?

Secondly, here is the tiberium rifle skin I made, though if I am told how to get to that green dot's file, this is not the final version (even though the change would be very slight). Here it is:

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### File Attachments

- 1) [f\\_gm\\_tibr.dds](#), downloaded 230 times
- 2) [ScreenShot02.png](#), downloaded 1090 times

