
Subject: Flechette Emitter

Posted by [General Havoc](#) on Thu, 14 Aug 2003 22:36:18 GMT

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Hmm this may be OT but what you guys have been talking about may explain the XYZ stuff for the laser beam color. I said before that the laser beam color was written down as an XYZ value in Level Edit. This could have been referring to the e_master or similar file for the location on the map of the texture for the beam. Meaning the XYZ was the pixel location of the upper left corner of the laser beam texture. It all makes sense now.

What you said is correct about the color thingy above but try modifying the Flametank emitter on the map and I bet you it will affect the chemsprayer too. You won't be able to change the color of the chemsprayer but draw a black line through the flame emitter and i bet it will show up on the chemsprayer and the flamethrower as a gap as the black line is the alpha channel.
