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Subject: Flechette Emitter

Posted by [General Havoc](#) on Thu, 14 Aug 2003 22:49:39 GMT

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Here is the part i edited and this is what it did, it did this to the flame and chemical spray. Notice the 8 flames at the bottom of the e\_master.dds, they are the smoke thats left on the ground after the weapon has been fired. You won't be able to change the color as it is coded by the game and you would need to use leveledit to change it. If you adit that file you'll notice that both the chemsprayer and flamethrower (and other weapons such as the fletchett gun) use the same graphic but have color changed coded into them.

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