Subject: Where is this located?
Posted by Spyder on Sun, 07 Jan 2007 16:39:48 GMT
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I wanted to change my repairgun beam skin, from blue to reddish. I can't find it in my always.dat file...Can someone tell me the filename?

Subject: Re: Where is this located?
Posted by Zion on Sun, 07 Jan 2007 17:35:33 GMT
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I don't think there is one.

Change the beam color in the settings.

X = Red, Y = Blue and Z = Green

Subject: Re: Where is this located?
Posted by Spyder on Sun, 07 Jan 2007 18:19:51 GMT
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I ain't gonna put an objects.ddb file in my data folder.

Subject: Re: Where is this located?
Posted by Zion on Sun, 07 Jan 2007 21:13:25 GMT
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Since the repair gun doesn't use a skin then (unless it uses the one for the PIC) there's no other way.

Subject: Re: Where is this located?
Posted by YSLMuffins on Sun, 07 Jan 2007 21:34:48 GMT
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He's right. The game generates the beam ingame.

Subject: Re: Where is this located?
Posted by Jerad2142 on Mon, 08 Jan 2007 04:08:19 GMT
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Subject: Re: Where is this located?
Posted by Jerad2142 on Mon, 08 Jan 2007 04:17:28 GMT
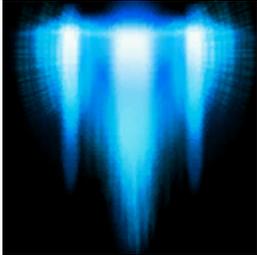
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Wow... You guys are scaring me.
Okay anyway, here is the texture. The games engine takes the vertical (or horizontal, its been awhile since I messed with it) row of pixels and scrolls to the left (or maybe right, or up and down) displaying the entire vertical coulomb of pixels stretched over the entire length of the beam, thats how you make the beam animate (mess with it for a while and you will see what I mean).

File Attachments
1) blue_triple.png, downloaded 687 times

Subject: Re: Where is this located?
Posted by Spice on Mon, 08 Jan 2007 05:05:28 GMT

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I'm pretty sure changing that texture color won't do anything.

Changing Beam colors in level edit:
Go into level edit, go to Munitions, then Ammo. Select Ammo_Infantry_Weapons and look for Ammo_RepairGun_Player and hit mod. Select the Settings tab at the top of your newly opened window and scroll down until you see "Instant Bullet Beam Effects" and under beam color there should be three values you can change, X,Y,Z. X is Red, Y is Green and Z is blue. Change them accordingly to 0 to 1.0.

So if you want it a kind of red color, I would try changing X to 1.0, Y to 0.0 and Z to 0.0.

File Attachments
1) Test.jpg, downloaded 843 times

Credits: 99999
Time Remaining: 00:28:25

Subject: Re: Where is this located?
Posted by Jerad2142 on Mon, 08 Jan 2007 07:01:57 GMT
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EXdeath wrote on Sun, 07 January 2007 22:05I'm pretty sure changing that texture color won't do anything.
Ha thats all I did here!

I just picked two random renegade textures, and yes the first texture was green and brown, the second was black and white.

Subject: Re: Where is this located?
Posted by Jerad2142 on Mon, 08 Jan 2007 07:12:47 GMT
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But I guess some one could still argue that I was just messing with the colors so just to be on the safe side.

File Attachments

Subject: Re: Where is this located?
Posted by Blazea58 on Mon, 08 Jan 2007 13:25:22 GMT
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Aside from those cool looking repair gun beams, How can you play with 1-6 fps? o.O I sure hope you were multi tasking or downloading a whole computer, otherwise you need upgrades lol.

Subject: Re: Where is this located?
Posted by CarrierII on Mon, 08 Jan 2007 14:16:59 GMT
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This topic has reinspired me to finish a little project of mine that lists all the files in always.dat and their purposes.

PM me any you know please, I will make a list then send it to Crimson because that renegadewiki is really confusing, and I can't work out how to upload it. :s

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Subject: Re: Where is this located?
Posted by Spyder on Mon, 08 Jan 2007 15:40:07 GMT
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There's also a single beam texture or a double, don't know if i'm right, but if I edit them, does it also change those colors?

Subject: Re: Where is this located?
Posted by Jerad2142 on Mon, 08 Jan 2007 17:34:19 GMT
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No, you will have to change the colors in the beam settings, because the single and triple beam texture are both blue.

Subject: Re: Where is this located?
Posted by YSLMuffins on Mon, 08 Jan 2007 17:58:29 GMT
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Oooh, I did not know that.

But did changing the texture make you take a performance hit?

Subject: Re: Where is this located?
Posted by Jerad2142 on Mon, 08 Jan 2007 18:12:15 GMT
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No it will not effect the performance. Now I know how how it changes the texture, it takes the top horizontal row of pixels and scrolls down through them, changing the entire beam to that specific image.

Subject: Re: Where is this located?
Posted by Chronojam on Tue, 09 Jan 2007 03:59:26 GMT
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Basically it smears it along vertically. If you make a texture that looks like ||, you will sppear to have two tubes coming out of your gun. If you make a texture that's just a square, you'll have a solid beam. If you make a texture that's got four dots along the top, you'll have 4 light thin beams.

Subject: Re: Where is this located?
Posted by IronWarrior on Tue, 09 Jan 2007 04:17:36 GMT
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So how do you change the colours then without using LE`?

Subject: Re: Where is this located?
Posted by Spice on Tue, 09 Jan 2007 04:19:32 GMT
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Chronojam wrote on Mon, 08 January 2007 22:59Basically it smears it along vertically. If you make a texture that looks like ||, you will sppear to have two tubes coming out of your gun. If you make a texture that's just a square, you'll have a solid beam. If you make a texture that's got four dots along the top, you'll have 4 light thin beams.

Right there.

Subject: Re: Where is this located?
Posted by Zion on Tue, 09 Jan 2007 08:19:20 GMT
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IWarriors wrote on Tue, 09 January 2007 04:17So how do you change the colours then without using LE`?

Import the .dds file into a picture editing suite and edit it from there, export and place in your data folder.

Subject: Re: Where is this located?
Posted by Jerad2142 on Tue, 09 Jan 2007 18:40:09 GMT
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Blazea58 wrote on Mon, 08 January 2007 06:25Aside from those cool looking repair gun beams,
How can you play with 1-6 fps? o.O I sure hope you were multi tasking or downloading a whole
computer, otherwise you need upgrades lol.
Think of Renegade's new bloom effect + a huge level with no vis and lots of AI combat out side.

Subject: Re: Where is this located?
Posted by nopol10 on Wed, 10 Jan 2007 10:05:35 GMT
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Jerad Gray wrote on Wed, 10 January 2007 02:40Blazea58 wrote on Mon, 08 January 2007
06:25Aside from those cool looking repair gun beams, How can you play with 1-6 fps? o.O I sure
hope you were multi tasking or downloading a whole computer, otherwise you need upgrades lol.
Think of Renegade's new bloom effect + a huge level with no vis and lots of AI combat out
side.==OMG