Subject: ob crystals?
Posted by got2byoda on Sun, 25 Nov 2007 21:37:06 GMT
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hey can someone make the ob crystals gray for me?
i heard its possible but people at jelly cant do it/
i just wanted to know if someone so nice and spend some time to do this thing for me .
it would be very very much appreciated.

if u could make the crystals (beam and all of that) this color of silver in this picture i would be so so
happy and love u guys all forever and for always
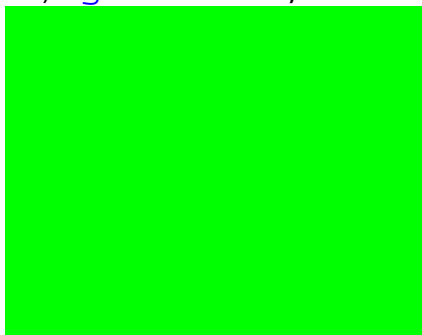http://www.raidersonline.org/images/OaklandRaiders.jpg

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Subject: Re: ob crystals?
Posted by Lazy5686 on Sun, 25 Nov 2007 23:19:38 GMT
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People at Jelly can do it (at least the crystal part) but the beam and charge animation I am not
sure. If someone here knows how to change those colours then can somebody also make them
this colour green for me?

File Attachments
1) green.JPG, downloaded 822 times

Subject: Re: ob crystals?
Posted by got2byoda on Mon, 26 Nov 2007 17:36:59 GMT
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thats what i meant the beam.
if someone can pretty plz do that i will be fvery grateful

Subject: Re: ob crystals?
Posted by Jerad2142 on Mon, 26 Nov 2007 17:39:09 GMT
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Beam animations are done by taking 1 entire row of a texture and then stretching it along the length of the image. Then it will move down one row and do the same thing (it might be up, its one of the two though).

Subject: Re: ob crystals?
Posted by Lazy5686 on Mon, 26 Nov 2007 19:26:27 GMT
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I thought it would be something along those lines, now I just have to find the file.

Subject: Re: ob crystals?
Posted by Jerad2142 on Mon, 26 Nov 2007 20:10:35 GMT
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Triplebluebeam.tga or something like that, look through xcc mixer. There are two beam texture files, just try editing both and see which changes it. Or check in level editor, I'm in class right now, otherwise I would for you.

Subject: Re: ob crystals?
Posted by havoc9826 on Mon, 26 Nov 2007 20:44:21 GMT
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I think they're blue_single.dds and blue_triple.dds, but I forget which does which.

Subject: Re: ob crystals?
Posted by rhuarc on Tue, 27 Nov 2007 02:27:42 GMT
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i tried those files but it didnt do anything that i could see..

Subject: Re: ob crystals?
Posted by Jerad2142 on Tue, 27 Nov 2007 05:31:27 GMT
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rhuarc wrote on Mon, 26 November 2007 19:27i tried those files but it didnt do anything that i could see..
Put them in the data folder?

Subject: Re: ob crystals?
Posted by Lazy5686 on Tue, 27 Nov 2007 19:33:26 GMT
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Ok the blue_single.dds and blue_triple.dds are the repair beams...
I have found some of the anim inside of the ob but I still haven't found the beam.

Subject: Re: ob crystals?
Posted by Jerad2142 on Tue, 27 Nov 2007 19:42:45 GMT
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Lazy5686 wrote on Tue, 27 November 2007 12:33Ok the blue_single.dds and blue_triple.dds are
the repair beams...
I have found some of the anim inside of the ob but I still haven't found the beam.
Odd, I just checked and according to the objects.dbs the obby laser is "blue_triple.tga"

Subject: Re: ob crystals?
Posted by Lazy5686 on Tue, 27 Nov 2007 20:49:55 GMT
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Ok so for some reason it affects both the ob beam and the repair beam.

Subject: Re: ob crystals?
Posted by got2byoda on Wed, 28 Nov 2007 07:46:23 GMT
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so if i wanted to ob to be like a silver..the repair beam would have to be silver also?

Subject: Re: ob crystals?
Posted by nopol10 on Wed, 28 Nov 2007 08:49:25 GMT
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blue_triple.dds affects both the repair beam and Obelisk laser because it is used as the beam
texture for both. The difference in colour comes from the RGB modifier which is applied on the Ob
laser.

Subject: Re: ob crystals?
Posted by Di3HardNL on Wed, 28 Nov 2007 14:58:56 GMT
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It also works for the PIC, and mobius :/

Nopol do you know how to edit the colour that comes from the RGB modifier which is applied on to the Obelisk laser? Because I don't know how to..

Subject: Re: ob crystals?
Posted by Lazy5686 on Wed, 28 Nov 2007 19:46:27 GMT
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Me and Swigs have been looking into to it but still nothing...

Subject: Re: ob crystals?
Posted by Jerad2142 on Wed, 28 Nov 2007 20:06:52 GMT
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The RGB values are all modified in level editor, but if you are going to do that you might just as well make a new beam texture and then just change the obby's.

Subject: Re: ob crystals?
Posted by Lazy5686 on Wed, 28 Nov 2007 20:25:33 GMT
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How would I change the ob's beam texture?

Subject: Re: ob crystals?
Posted by rhuarc on Thu, 29 Nov 2007 02:05:56 GMT
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how do you edit that sort of thing in level edit lol..

Subject: Re: ob crystals?
Posted by GrimmNL on Fri, 30 Nov 2007 14:41:25 GMT
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Jerad Gray wrote on Wed, 28 November 2007 14:06The RGB values are all modified in level editor, but if you are going to do that you might just as well make a new beam texture and then just change the obby's.
would you be able to use this modification online though?

Subject: Re: ob crystals?
Posted by Jerad2142 on Fri, 30 Nov 2007 16:03:08 GMT
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GrimmNL wrote on Fri, 30 November 2007 07:41Jerad Gray wrote on Wed, 28 November 2007 14:06The RGB values are all modified in level editor, but if you are going to do that you might just as well make a new beam texture and then just change the obby's.
would you be able to use this modification online though?
As long as it is in the mix, but same goes for any level editor changes.

Subject: Re: ob crystals?
Posted by GrimmNL on Fri, 30 Nov 2007 21:34:41 GMT
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Jerad Gray wrote on Fri, 30 November 2007 10:03GrimmNL wrote on Fri, 30 November 2007 07:41Jerad Gray wrote on Wed, 28 November 2007 14:06The RGB values are all modified in level editor, but if you are going to do that you might just as well make a new beam texture and then just change the obby's.
would you be able to use this modification online though?
As long as it is in the mix, but same goes for any level editor changes.
the servers's .mix as well though right. so you wouldnt be able to use it on any current public servers.

Subject: Re: ob crystals?
Posted by Jerad2142 on Sat, 01 Dec 2007 00:24:54 GMT
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GrimmNL wrote on Fri, 30 November 2007 14:34Jerad Gray wrote on Fri, 30 November 2007 10:03GrimmNL wrote on Fri, 30 November 2007 07:41Jerad Gray wrote on Wed, 28 November 2007 14:06The RGB values are all modified in level editor, but if you are going to do that you might just as well make a new beam texture and then just change the obby's.
would you be able to use this modification online though?
As long as it is in the mix, but same goes for any level editor changes.
the servers's .mix as well though right. so you wouldnt be able to use it on any current public servers.
Everyone would have to down load the modified mix.