Subject: Target Aim Lasers [help] Posted by Samous Mods on Thu, 17 Apr 2008 06:33:29 GMT View Forum Message <> Reply to Message

i just want to know its dds (with alpha) or tga? or meybe its script and not possible to modify this lines like all other dds/tga textures?

Subject: Re: Target Aim Lasers [help] Posted by Oblivion165 on Thu, 17 Apr 2008 06:48:07 GMT View Forum Message <> Reply to Message

I'm pretty sure that those are drawn by the engine and don't have a texture source, maybe wrong but I personally have never come across it.

Subject: Re: Target Aim Lasers [help] Posted by Jerad2142 on Thu, 17 Apr 2008 13:35:17 GMT View Forum Message <> Reply to Message

If you just wanna recolor it try changing these two settings:

File Attachments
1) try.png, downloaded 257 times

Page 1 of 4 ---- Generated from Command and Conquer: Renegade Official Forums

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Subject: Re: Target Aim Lasers [help] Posted by Samous Mods on Thu, 17 Apr 2008 14:14:01 GMT View Forum Message <> Reply to Message

Jerad Gray wrote on Thu, 17 April 2008 08:35If you just wanna recolor it try changing these two settings:

no i want change 'bone'' itself (convert few cool rims from Kane's Wrath) just recolloring-> not interesting

He wants to change the shape, so it forms like a circle or whatever instead of a square.

Subject: Re: Target Aim Lasers [help] Posted by danpaul88 on Fri, 18 Apr 2008 13:54:27 GMT View Forum Message <> Reply to Message

We know, and as has been mentioned before, you can't. It's a hardcoded part of the engine.

Disclaimer: And before people start going on about 'you can if you hex edit this and hook that etc' I am talking about the normal methods such as model replacement and texture replacement etc. Of course it's (probably) possible with some code hooking and such if you have the skill and patience to do that.

Subject: Re: Target Aim Lasers [help] Posted by Samous Mods on Fri, 18 Apr 2008 15:49:07 GMT View Forum Message <> Reply to Message

danpaul88 wrote on Fri, 18 April 2008 08:54We know, and as has been mentioned before, you can't. It's a hardcoded part of the engine.

Disclaimer: And before people start going on about 'you can if you hex edit this and hook that etc' I am talking about the normal methods such as model replacement and texture replacement etc. Of course it's (probably) possible with some code hooking and such if you have the skill and patience to do that.

ok them , very sad, i just trying to improve damn ren engine a little and yes, i talked about "texture replacement"

Subject: Re: Target Aim Lasers [help] Posted by The Executor on Fri, 18 Apr 2008 15:57:32 GMT View Forum Message <> Reply to Message

you from russia, because at first look at thought you were from france. Wow danpaul that disclaimer hurts my eyes.

MSwindows wrote on Fri, 18 April 2008 17:57 you from russia, because at first look at thought you were from france. Wow danpaul that disclaimer hurts my eyes. Offical [DWC] DW CTF/Co-op/C&C Moderator

Page 4 of 4 ---- Generated from Command and Conquer: Renegade Official Forums