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**Subject: ChemSprayer**

Posted by [LR01](#) on Tue, 11 Nov 2008 15:37:44 GMT

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What is the name of these "chem bullet holes"?

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**Subject: Re: ChemSprayer**

Posted by [Di3HardNL](#) on Tue, 11 Nov 2008 15:46:04 GMT

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its a .dds file, i dont know the name but should be easy to find with xccmixer..

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**Subject: Re: ChemSprayer**

Posted by [\\_SSnipe\\_](#) on Tue, 11 Nov 2008 16:58:02 GMT

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I have a full purple tib pack all tib dds files and w3d files so if you need a name just ask heres the name of the one your looking for

its rather this

19\_grnglob1.dds

or this

tib\_scorch01.dds

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**Subject: Re: ChemSprayer**

Posted by [LR01](#) on Tue, 11 Nov 2008 17:07:05 GMT

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ow, thanks for that

but...

srry, I need a other file:

it's the smoke coming from it, the green smoke

what is the name of that file?

help would be appreciated.

---

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**Subject: Re: ChemSprayer**

Posted by [ErroR](#) on Tue, 11 Nov 2008 17:17:07 GMT

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It's an emitter and it uses the e\_master1.dds

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---

**Subject: Re: ChemSprayer**

Posted by [samous](#) on Tue, 11 Nov 2008 17:18:24 GMT

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out of curiosity, what r u doing? Are you making a blue tib warrior or something?

---

---

**Subject: Re: ChemSprayer**

Posted by [\\_SSnipe\\_](#) on Tue, 11 Nov 2008 17:19:17 GMT

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ErroR wrote on Tue, 11 November 2008 09:17It's an emitter and it uses the e\_master1.dds but the e\_master1.dds file is hard to tell what is what. I can upload my tib pack if wanted that has all tib files

---

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**Subject: Re: ChemSprayer**

Posted by [LR01](#) on Tue, 11 Nov 2008 19:15:29 GMT

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no thanks, I need to know the name of the emitter, the .w3d  
this is for the BFD mod, which I make part off

---

---

**Subject: Re: ChemSprayer**

Posted by [\\_SSnipe\\_](#) on Tue, 11 Nov 2008 19:18:50 GMT

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Well i have all of the emitters but cant open them right now, but i know i had a problem where one thing did not even turn another color and some turn pinkish cause the color fades over time like blue to green or purple to pink.

---

Subject: Re: ChemSprayer

Posted by [samous](#) on Tue, 11 Nov 2008 19:38:22 GMT

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bfd?

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Subject: Re: ChemSprayer

Posted by [Scrin](#) on Tue, 11 Nov 2008 19:53:58 GMT

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Subject: Re: ChemSprayer

Posted by [samous](#) on Tue, 11 Nov 2008 20:47:03 GMT

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wow... stars in aww..... :[]

---

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Subject: Re: ChemSprayer

Posted by [ErroR](#) on Tue, 11 Nov 2008 20:56:45 GMT

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LR01 wrote on Tue, 11 November 2008 21:15no thanks, I need to know the name of the emitter,  
the .w3d

this is for the BFD mod, which I make part off  
e\_chemicalweapon or e)chem or something that starts with e\_chem

---

---

Subject: Re: ChemSprayer

Posted by [anant](#) on Tue, 11 Nov 2008 21:00:37 GMT

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scrin,  
post wall textures

---

---

Subject: Re: ChemSprayer

Posted by [Vancer2](#) on Wed, 12 Nov 2008 00:03:15 GMT

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---

scrin how did u do that????? by the way could u help me with a magnum skin i dont know how to get the files to replace the skin for the pistol

---

---

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**Subject: Re: ChemSprayer**

Posted by [samous](#) on Wed, 12 Nov 2008 00:14:07 GMT

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still, what is bfd?

EDIT:uhhh, scrin, you flame has a gdi mark on it, is it a double agent or something? lol

---

**File Attachments**

1) [gdiflame.bmp](#), downloaded 502 times

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**Subject: Re: ChemSprayer**

Posted by [MGamer](#) on Wed, 12 Nov 2008 00:31:01 GMT

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its the chem thrower from C&C Reborn

---

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**Subject: Re: ChemSprayer**

Posted by [samous](#) on Wed, 12 Nov 2008 00:50:37 GMT

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even if it is a chem not a flame, it still should be nod, GDI don't get those weapons, do they?

---

---

**Subject: Re: ChemSprayer**

Posted by [MGamer](#) on Wed, 12 Nov 2008 01:24:11 GMT

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they do in reborn

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**Subject: Re: ChemSprayer**

Posted by [\\_SSnipe\\_](#) on Wed, 12 Nov 2008 02:00:31 GMT

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Scrin wrote on Tue, 11 November 2008 11:53

You just love showing off your skins in every damn post dont you

---

---

Subject: Re: ChemSprayer

Posted by [KobraOps](#) on Wed, 12 Nov 2008 02:22:56 GMT

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How is he showing off, the scorp tail on the bottom ring of the pp is backwards makes the whole thing look like shit

---

---

Subject: Re: ChemSprayer

Posted by [samous](#) on Wed, 12 Nov 2008 02:33:51 GMT

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---

lol, i think he was talking about the chem/flame effect.

---

---

Subject: Re: ChemSprayer

Posted by [Scrin](#) on Wed, 12 Nov 2008 06:37:39 GMT

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(.)

im lazy to remove gdi logo, but il try to do something...

---

---

Subject: Re: ChemSprayer

Posted by [LR01](#) on Wed, 12 Nov 2008 11:58:09 GMT

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ErroR wrote on Tue, 11 November 2008 21:56LR01 wrote on Tue, 11 November 2008 21:15no  
thanks, I need to know the name of the emitter, the .w3d  
this is for the BFD mod, which I make part off  
e\_chemicalweapon or e)chem or something that starts with e\_chem

Can't find it, there is only e\_chemicalweapon  
and BFD is a Renegade mod, <http://www.battlefordune.co.uk>  
k, it's a emitter, I still want to know it's name

---

Subject: Re: ChemSprayer

Posted by [Jerad2142](#) on Wed, 12 Nov 2008 15:13:11 GMT

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Chem Decal:

tib\_scorch01.tga

---

---

Subject: Re: ChemSprayer

Posted by [Di3HardNL](#) on Wed, 12 Nov 2008 16:19:46 GMT

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---

i think you wasted your time on making a special topic about this.. just search yourself next time, its so easy to find with w3dviewr. took me 3 minutes to find it.

its e\_tiberium2.w3d

---

---

Subject: Re: ChemSprayer

Posted by [Jerad2142](#) on Wed, 12 Nov 2008 16:22:05 GMT

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LR01 wrote on Tue, 11 November 2008 08:37

What is the name of these "chem bullet holes"?

Di3HardNL wrote on Wed, 12 November 2008 09:19i think you wasted your time on making a special topic about this.. just search yourself next time, its so easy to find with w3dviewr. took me 3 minutes to find it.

its e\_tiberium2.w3d

Bullet hole not emitter, bullet holes are textures and this one happens to be:

Jerad Gray wrote on Wed, 12 November 2008 08:13Chem Decal:

tib\_scorch01.tga

---

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Subject: Re: ChemSprayer

Posted by [ErroR](#) on Wed, 12 Nov 2008 16:33:56 GMT

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but then he said he needs the spray

---

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Subject: Re: ChemSprayer

Posted by [Jerad2142](#) on Wed, 12 Nov 2008 16:53:24 GMT

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---

He did didn't he, the correct w3d for that is: e\_chemweapon.w3d

---

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Subject: Re: ChemSprayer

Posted by [LR01](#) on Wed, 12 Nov 2008 17:39:19 GMT

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It's not working, the point is, I use a standalone, even when I use all the w3d's that start whit e\_ the game still crashes

---

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Subject: Re: ChemSprayer

Posted by [Di3HardNL](#) on Wed, 12 Nov 2008 18:11:06 GMT

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---

Ehh jerard, read again. He wanted the emitter file

LR01 wrote on Tue, 11 November 2008 11:07

it's the smoke coming from it, the green smoke  
what is the name of that file?

help would be appreciated.

And LR01, you dont manual rename the w3d files are you? because it will crash then. re-name them in w3dviewer. Im pretty sure you did something wrong. Why would it crash with an edited emitter in your data if the normal renegade uses emitters to..

---

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Subject: Re: ChemSprayer

Posted by [LR01](#) on Thu, 13 Nov 2008 12:14:45 GMT

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Problem is not that simple I see now, I merged the always.dat and always2.dat from the orginal regenegade, still crash

Why happens when you shoot your buidling whit a chemsprayer?

I had a prob like that, it was whit the pistol, I found a box named EJECT, I needed to delete and export it.

Just redoing the chemsprayer would be necessary I think, then I wonder, where is the it that makes it crash in the chemsprayer, since it only happens when you shoot your own buildings, shooting on the ground is fine

---

Subject: Re: ChemSprayer

Posted by [ErroR](#) on Thu, 13 Nov 2008 12:37:32 GMT

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LR01 wrote on Thu, 13 November 2008 14:14Problem is not that simple I see now, I merged the always.dat and always2.dat from the orginal regenegade, still crash

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U mean u need the "eject" bone removed form the chem sprayer?

---

Subject: Re: ChemSprayer

Posted by [LR01](#) on Thu, 13 Nov 2008 15:07:17 GMT

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I don't know how WW made ore coded it, that is my problem, some weapons appear to call up some things

(I think EJECT is used for the bullets coming out the pistol when you shoot it)

---

Subject: Re: ChemSprayer

Posted by [ErroR](#) on Thu, 13 Nov 2008 15:11:28 GMT

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LR01 wrote on Thu, 13 November 2008 17:07ErroR wrote on Thu, 13 November 2008 13:37LR01 wrote on Thu, 13 November 2008 14:14Problem is not that simple I see now, I merged the always.dat and always2.dat from the orginal regenegade, still crash

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---

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**Subject: Re: ChemSprayer**

Posted by [LR01](#) on Thu, 13 Nov 2008 19:28:50 GMT

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ErroR wrote on Thu, 13 November 2008 16:11LR01 wrote on Thu, 13 November 2008

17:07ErroR wrote on Thu, 13 November 2008 13:37LR01 wrote on Thu, 13 November 2008

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---

Do you know how that work? the bullets flying out?

---

---

---

**Subject: Re: ChemSprayer**

Posted by [ErroR](#) on Thu, 13 Nov 2008 19:38:44 GMT

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LR01 wrote on Thu, 13 November 2008 21:28  
ErroR wrote on Thu, 13 November 2008 16:11  
LR01 wrote on Thu, 13 November 2008 17:07  
ErroR wrote on Thu, 13 November 2008 13:37  
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(I think EJECT is used for the bullets coming out the pistol when you shoot it)yes, not only pistol

Do you know how that work? the bullets flying out?

well it's the place bullet shells fly from.. but in chem splayer, flamer and others it doesnt do anythign (since it ejects nothing)

---

---

Subject: Re: ChemSprayer

Posted by [LR01](#) on Fri, 14 Nov 2008 22:31:25 GMT

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I just found a simple solution,  
quite funny how something that looks so complex can be so simple,  
I just needed to change the warhead type from chem to bullet,  
it works perfect now, still I wonder why it would crash whit the chem warhead, only when you shoot a building

anyway, thanks for all you effort

---

---

Subject: Re: ChemSprayer

Posted by [\\_SSnipe\\_](#) on Fri, 14 Nov 2008 22:51:46 GMT

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I kinda skiped thru this, your telling me this is not yet solved? I have all tib into purple give me what you want and ill find it

---

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Subject: Re: ChemSprayer

Posted by [LR01](#) on Sat, 15 Nov 2008 09:30:57 GMT

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SSnipe wrote on Fri, 14 November 2008 23:51I kinda skiped thru this, your telling me this is not yet solved? I have all tib into purple give me what you want and ill find it

ow no, it is solved

---