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Subject: Repair Ray?

Posted by [slosha](#) on Mon, 19 Jan 2009 03:09:30 GMT

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With the release of Error's repair gun, I was wondering which file is used for the repair gun? I'll be looking for it, but if any of you find it before me, post here please.

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Subject: Re: Repair Ray?

Posted by [RMCool13](#) on Mon, 19 Jan 2009 04:21:40 GMT

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2GLOCK9S wrote on Sun, 18 January 2009 21:09 With the release of Error's repair gun, I was wondering which file is used for the repair gun? I'll be looking for it, but if any of you find it before me, post here please.

forgot which one but its either blue\_Single.dds or blue\_triple.dds

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Subject: Re: Repair Ray?

Posted by [slosha](#) on Mon, 19 Jan 2009 04:29:37 GMT

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what do you mean which one

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Subject: Re: Repair Ray?

Posted by [pawky](#) on Mon, 19 Jan 2009 04:34:46 GMT

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2GLOCK9S wrote on Sun, 18 January 2009 22:29 what do you mean which one

well he means to say he is not sure but check out both the DDS files he is talking about it.

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Subject: Re: Repair Ray?

Posted by [slosha](#) on Mon, 19 Jan 2009 04:39:26 GMT

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yeah i read the post wrong

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Subject: Re: Repair Ray?

Posted by [slosha](#) on Mon, 19 Jan 2009 05:05:57 GMT

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its the triple one.. thanks

i've tried it with both and it still keeps some blue in it :S

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Subject: Re: Repair Ray?

Posted by [Spyder](#) on Mon, 19 Jan 2009 07:39:05 GMT

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2GLOCK9S wrote on Mon, 19 January 2009 06:05its the triple one.. thanks

i've tried it with both and it still keeps some blue in it :S

That color can be changed in leveledit, but you will have to use an alternative objects.ddb to get that effect. Only problem...can't use it online.

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Subject: Re: Repair Ray?

Posted by [ErroR](#) on Mon, 19 Jan 2009 09:00:36 GMT

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yes, it uses a blue color texture and also a color in level edit. changing the blue triple will make it a blue and \*color u want\*

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Subject: Re: Repair Ray?

Posted by [slosha](#) on Mon, 19 Jan 2009 19:03:04 GMT

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Nero wrote on Mon, 19 January 2009 01:392GLOCK9S wrote on Mon, 19 January 2009 06:05its the triple one.. thanks

i've tried it with both and it still keeps some blue in it :S

That color can be changed in leveledit, but you will have to use an alternative objects.ddb to get that effect. Only problem...can't use it online.

well thats dumb

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Subject: Re: Repair Ray?

Posted by [IAmFenix](#) on Mon, 19 Jan 2009 23:18:11 GMT

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There are ways, but they can be used for cheating and cannot be posted on this forum, but possibly through PM with admin approval.

Unlikely to get permission, but you can make objects.ddb work online.  
[Mute]

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Subject: Re: Repair Ray?

Posted by [ErroR](#) on Tue, 20 Jan 2009 13:00:37 GMT

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doomkid21 wrote on Tue, 20 January 2009 01:18There are ways, but they can be used for cheating and cannot be posted on this forum, but possibly through PM with admin approval.

Unlikely to get permission, but you can make objects.ddb work online.

[Mute]

even if you do so you can get banned (in my case, by anticheat, even if your objects.ddb have a tiny change.

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Subject: Re: Repair Ray?

Posted by [Genesis2001](#) on Tue, 20 Jan 2009 18:02:29 GMT

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ErroR wrote on Tue, 20 January 2009 06:00doomkid21 wrote on Tue, 20 January 2009 01:18There are ways, but they can be used for cheating and cannot be posted on this forum, but possibly through PM with admin approval.

Unlikely to get permission, but you can make objects.ddb work online.

[Mute]

even if you do so you can get banned (in my case, by anticheat, even if your objects.ddb have a tiny change.

Yea, the famous "right click detection" tool I've heard of is thought as a cheat by BIATCH. ./ (All it is is a tracer added to alternative fire..)

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