
Subject: Flechette Emitter

Posted by [Ferhago](#) on Thu, 14 Aug 2003 03:28:33 GMT

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I have searched all over the always.dat file and have not found the emitter for when the flechette guns flechettes hit the wall causing a small burst of tiberium. When the flechette gun or chem sprayer hit an enemy it generates a small tiberium burst which I also can not find.

When the flechette gun fires there is a little burst of tiberium at the muzzle.

If anyone can give me the names of these files it would help me out a lot.

Subject: Flechette Emitter

Posted by [spreegem](#) on Thu, 14 Aug 2003 15:15:01 GMT

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Bump This is to fix your skin isn't it?

Subject: Flechette Emitter

Posted by [Ferhago](#) on Thu, 14 Aug 2003 15:17:36 GMT

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Yes. It is to fix my skin and help me start my next one (The flechette gun)

It is all a part of my collective works of converting all the tiberium to blue

Subject: Flechette Emitter

Posted by [spreegem](#) on Thu, 14 Aug 2003 15:27:53 GMT

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Sounds cool.

Subject: Flechette Emitter

Posted by [Try_lee](#) on Thu, 14 Aug 2003 15:41:05 GMT

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Do you plan on releasing this once it is done, or will you keep it only for personal use?

Subject: Flechette Emitter

Posted by [Ferhago](#) on Thu, 14 Aug 2003 17:42:02 GMT

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Of course im going to release it for public use. Im still trying to fix my last skin I uploaded.

Subject: Flechette Emitter

Posted by [Ferhago](#) on Thu, 14 Aug 2003 21:00:34 GMT

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Getting back on topic.

Is the muzzle burst for the flechette gun an emitter at all?

I dont feel like skimming through the hundreds of w3d's but it looks like im going to have to

Subject: Flechette Emitter

Posted by [General Havoc](#) on Thu, 14 Aug 2003 21:51:45 GMT

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If the emitter is the same as the chemsprayer cloud then it a DDS file in the always.dat with the flame thrower and other emitters on there. Can't remember the name but with XCC you can go through all the DDS files within a matter of a few minutes.

Subject: Flechette Emitter

Posted by [Dante](#) on Thu, 14 Aug 2003 22:01:20 GMT

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e_master.dds, or something like that, has 90% of the emitters on it

Subject: Flechette Emitter

Posted by [Ferhago](#) on Thu, 14 Aug 2003 22:29:12 GMT

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I am aware of the E_master file and all that.

The thing is, The E-master file does not have the same rules for tiberium emitters as it does for others. It will specify the base object, then the tiberium emitter w3d will cover the base object coloring it.

This is why when strafing the emission from the muzzle can sometimes be seen as the base color which in this instance is a yellow red. It quickly becomes the emitter w3d color though when it has been in existence long enough.

I will try changing every part of the whole e-master file to a different color to see if it works though

Subject: Flechette Emitter

Posted by [General Havoc](#) on Thu, 14 Aug 2003 22:36:18 GMT

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Hmm this may be OT but what you guys have been talking about may explain the XYZ stuff for the laser beam color. I said before that the laser beam color was written down as an XYZ value in Level Edit. This could have been referring to the e_master or similar file for the location on the map of the texture for the beam. Meaning the XYZ was the pixel location of the upper left corner of the laser beam texture. It all makes sense now.

What you said is correct about the color thingy above but try modifying the Flametank emitter on the map and I bet you it will affect the chemsprayer too. You won't be able to change the color of the chemsprayer but draw a black line through the flame emitter and i bet it will show up on the chemsprayer and the flamethrower as a gap as the black line is the alpha channel.

Subject: Flechette Emitter

Posted by [Ferhago](#) on Thu, 14 Aug 2003 22:41:04 GMT

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I changed the entire e master file to a different color. Just as I thought, It changes all smoke from weapons blue EXCEPT for the flechette gun because it is texture after the smoke is created.

See how the smoke is blue when it is created but then it is quickly textured and becomes the the same green color again.

Subject: Flechette Emitter

Posted by [General Havoc](#) on Thu, 14 Aug 2003 22:49:39 GMT

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Here is the part i edited and this is what it did, it did this to the flame and chemical spray. Notice the 8 flames at the bottom of the e_master.dds, they are the smoke thats left on the ground after the weapon has been fired. You won't be able to change the color as it is coded by the game and you would need to use leveledit to change it. If you edit that file you'll notice that both the chemsprayer and flamethrower (and other weapons such as the fletchett gun) use the same graphic but have color changed coded into them.

Subject: Flechette Emitter
Posted by [Ferhago](#) on Thu, 14 Aug 2003 22:56:41 GMT
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Im still going to keep looking.

If you could find where in the preset tree this coded color is it would help too. Even though I am skinning I am also working on a mod with a friend.

I just find it odd that all the tiberium effects BUT these ones are emitters

Subject: Flechette Emitter
Posted by [Ferhago](#) on Thu, 14 Aug 2003 23:10:35 GMT
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w00t!

I found it! Woo hoo!

Now all I have to do is find the emitter for the collision effects.

Subject: Flechette Emitter
Posted by [Try_lee](#) on Thu, 14 Aug 2003 23:20:50 GMT
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YAY!

Well done! I was trying to do this before, but couldn't work out how!

Subject: Flechette Emitter
Posted by [General Havoc](#) on Thu, 14 Aug 2003 23:24:42 GMT
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Have you edited tracer_green.w3d by any chance? To me it looks like you have edited it and not set the pivot point to the end of the projectile. This means your pivot point is in the centre and makes it stick out the back of the gun when you fire.

Subject: Flechette Emitter
Posted by [Ferhago](#) on Thu, 14 Aug 2003 23:47:44 GMT
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I did edit the tracer file. The thing is, This happened even before I edited the tracer file.

It was just less apparent because the back part was transparent

Subject: Flechette Emitter

Posted by [Ferhago](#) on Fri, 15 Aug 2003 03:26:19 GMT

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No wait your right. It only does that so often. Back to the drawing board. Maybe ill resize it or something

Subject: Flechette Emitter

Posted by [General Havoc](#) on Fri, 15 Aug 2003 10:06:54 GMT

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Yeah try an resize it or maybe move the pivot to the end of the projectile.

Subject: Flechette Emitter

Posted by [Ferhago](#) on Fri, 15 Aug 2003 15:35:39 GMT

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Hmmmm. How do you resize an object that has already been made?

And how do I move the pivot?
