
Subject: Ramjet Rifle

Posted by [IRON FART](#) on Sun, 08 Feb 2004 04:10:44 GMT

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When you fire a Ramjet Rifle, there is a blue streak on firing. What is the name of that w3d file?
And also the sound that plays when you fire it.

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Posted by [Cpo64](#) on Sun, 08 Feb 2004 08:40:01 GMT

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)ramjet_fire.wav

And its not a w3d its a "beam" which is set up in the ammo settings.

(as far as I can tell, I may be wrong, but I doubt it)

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Posted by [ThunderChicken](#) on Sun, 08 Feb 2004 09:08:05 GMT

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I remember seeing a tracer(blue beam) in the Always.dat.... I can't remember the name.

What do you want to do:

a) Change colour

b) Erase it

Or something else?

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Posted by [IRON FART](#) on Sun, 08 Feb 2004 20:39:06 GMT

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Well, i found a tutorial for 3dsmax 5+ on making a bullet trail like in the Matrix. Now seeing as that blue beam isn't a w3d, I can't make the trail and replace the beam, so i'll have to abandon the idea.

Actually I could do it with the pistol.....

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Posted by [Deafwasp](#) on Mon, 09 Feb 2004 03:36:27 GMT

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this could turn out to be a cheat. "where the fuck is he!?"

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Posted by [sniper12345](#) on Mon, 09 Feb 2004 08:28:28 GMT

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maybe....but how would you do it with the pistol?

Maybe the rocket launcher...

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Posted by [Havoc TE](#) on Mon, 09 Feb 2004 20:45:18 GMT

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Yeah. You can change the smoke trail textures to a wave type thing. Interesting idea.

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Posted by [Aircraftkiller](#) on Mon, 09 Feb 2004 20:47:13 GMT

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No, the textures wouldn't have to be changed - the particle emitter would need it, though.

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Posted by [Majiin Vegeta](#) on Mon, 09 Feb 2004 23:18:27 GMT

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would be nice to see some better looking trails.. :S

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Posted by [forsaken](#) on Tue, 10 Feb 2004 22:23:41 GMT

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yeah, like a thin smoke trail or something, like the sniper rifle in halo.
