Ok I was able to change the Tiberium mist emitter from green to bule for my blue Tib Fields, and it works great.

I then tried to change the gold signal flare to red for nod. Just as I did for the Tib mist, I extracted the emitter and ONLY changed the color from gold to red with the W3D tool. I then placed the moded emitter into my Levels folder just like the mist emitter, only the new RED signal flare crashes LE every time I try and make one??!!! What did I do wrong?? This worked for the Tiberium Mist Emitter, why won't it work for the signal flares????