Subject: Re: ob crystals?
Posted by Jerad2142 on Fri, 30 Nov 2007 16:03:08 GMT

GrimmNL wrote on Fri, 30 November 2007 07:41Jerad Gray wrote on Wed, 28 November 2007 14:06The RGB values are all modified in level editor, but if you are going to do that you might just as well make a new beam texture and then just change the obby's.
would you be able to use this modification online though?
As long as it is in the mix, but same goes for any level editor changes.