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Subject: Volt And Repair Beems  
Posted by [Good-One-Driver](#) on Sat, 28 Mar 2009 03:10:59 GMT  
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ive seen it in ss but not in xcc whats the file name plz?

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Subject: Re: Volt And Repair Beems  
Posted by [\\_SSnipe\\_](#) on Sat, 28 Mar 2009 04:55:14 GMT  
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There in objects.ddb which is usually made for hacks

Correct me if im wrong?

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Subject: Re: Volt And Repair Beems  
Posted by [Veyrdite](#) on Sat, 28 Mar 2009 05:32:49 GMT  
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They are emitters (W3D files created with W3Dview). Their prefix should start in e

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Subject: Re: Volt And Repair Beems  
Posted by [Gen\\_Blacky](#) on Sat, 28 Mar 2009 05:47:39 GMT  
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The Beam color is set in objects

Repair beam Texture blue\_triple.dds

Volt beam texture blue\_single.dds

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Subject: Re: Volt And Repair Beems  
Posted by [ErroR](#) on Sat, 28 Mar 2009 08:59:07 GMT  
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SSnipe wrote on Sat, 28 March 2009 06:55 There in objects.ddb which is usually made for hacks

Correct me if im wrong?

actually, objects.ddb is any modification done to weapons/vehicles/characters etc. but yeah some ppl use it as hax

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Subject: Re: Volt And Repair Beems

Posted by [Good-One-Driver](#) on Sat, 28 Mar 2009 14:51:48 GMT

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Gen\_Blacky wrote on Fri, 27 March 2009 23:47The Beam color is set in objects

Repair beam Texture blue\_triple.dds

Volt beam texture blue\_single.dds

thx

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