Subject: tracers
Posted by Karmanaut on Thu, 16 Jul 2009 23:54:39 GMT
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Which files control the tracers of all weapons and all vehicle weapons?! This includes the splashes they create.

Subject: Re: tracers
Posted by Canadacdn on Fri, 17 Jul 2009 00:15:03 GMT
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The tracers themselves are .w3d models, which are what you need to mod if you want to change these things. There's also Objects.ddb, but using a modified version of that is considered cheating and will get you banned from any server.