

GFX Guide

Changing colors of GFX (effects on models) via the .ecm file

Test code colors:

black - 16776960
mauve - 9502584
green - 9437304
dark weak green - 3211384 (like a dust)
dark mauve - 13565816
grady - 8417086
light mauve - 3984446
dark yellow - 27135
dark red - 63232
smoke like - 73232
good looking black - 16777215
red to mauve - 65280
very dark orange - 165280
light green - 512128
dark green - 13079039
very light green - 4259906
good looking green - 4260095
lighter dark - 16711680
9051137 - blue
16404230 dark blue

2.You can search for a gfx with the color that you want and simply add the code to your gfx.

----- Editing GFX in the .ecm Example:

xFilePath: \ \ \ .gfx

HookName:

HookOffset: 0.000000, 4.652373, 0.137119

HookYaw: 0.000000

HookPitch: 0.000000

HookRot: 0.000000

BindParent: 1

FadeOut: 1000

UseModelAlpha: 1

GfxScale: 3.000000 -----> scale size

GfxAlpha: 1.000000-----> transparency

GfxSpeed: 1.000000-----> overall speed

GfxOuterPath: 0

GfxParamCount: 0

EventType: 100

StartTime: 0

TimeSpan: -1

Once: 0

Credit: to Jackknife

on RageZone

Revision #5

Created 22 July 2024 15:52:32 by Arima

Updated 22 July 2024 18:14:14 by Arima