Subject: Re: C&C_GrandCanyon Posted by Gen_Blacky on Tue, 13 Sep 2011 14:20:26 GMT View Forum Message <> Reply to Message

Taz wrote on Tue, 13 September 2011 00:19Use XCC mixer or RenegadeEx to extract the textures from the mix.

I don't have any of the map .mix files!

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