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Subject: Re: anyone know where I can get the following textures?

Posted by [Distrbd21](#) on Sun, 03 Jun 2012 00:21:14 GMT

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Reaver11 wrote on Sat, 02 June 2012 19:05 Well hnd\_globe and ob\_tile3 are in always.dat for sure.

And Arid well perhaps in C&C\_Arid.mix....

You do know that the textures are stored as .dds right?

these are textures for the buildings in 3ds max, It only loads .tga that I'm aware of, and those are not in my always.dat I looked for all of them

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