
Subject: file name
Posted by [kill](#) on Sat, 16 May 2009 04:19:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

does any1 know the file name for this?

File Attachments

1) [Game 2009-05-15 18-29-13-43.png](#), downloaded 497 times



Subject: Re: file name
Posted by [N1warhead](#) on Sat, 16 May 2009 05:04:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

kill wrote on Fri, 15 May 2009 23:19does any1 know the file name for this?

Uhhh filename for what?
The Map?
The graphics (which u have to download)

Or something else?

Subject: Re: file name
Posted by [Scrin](#) on Sat, 16 May 2009 05:06:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

he means purple floor for small building's top (he aimed reticle on it) (i dont know file name Oo)

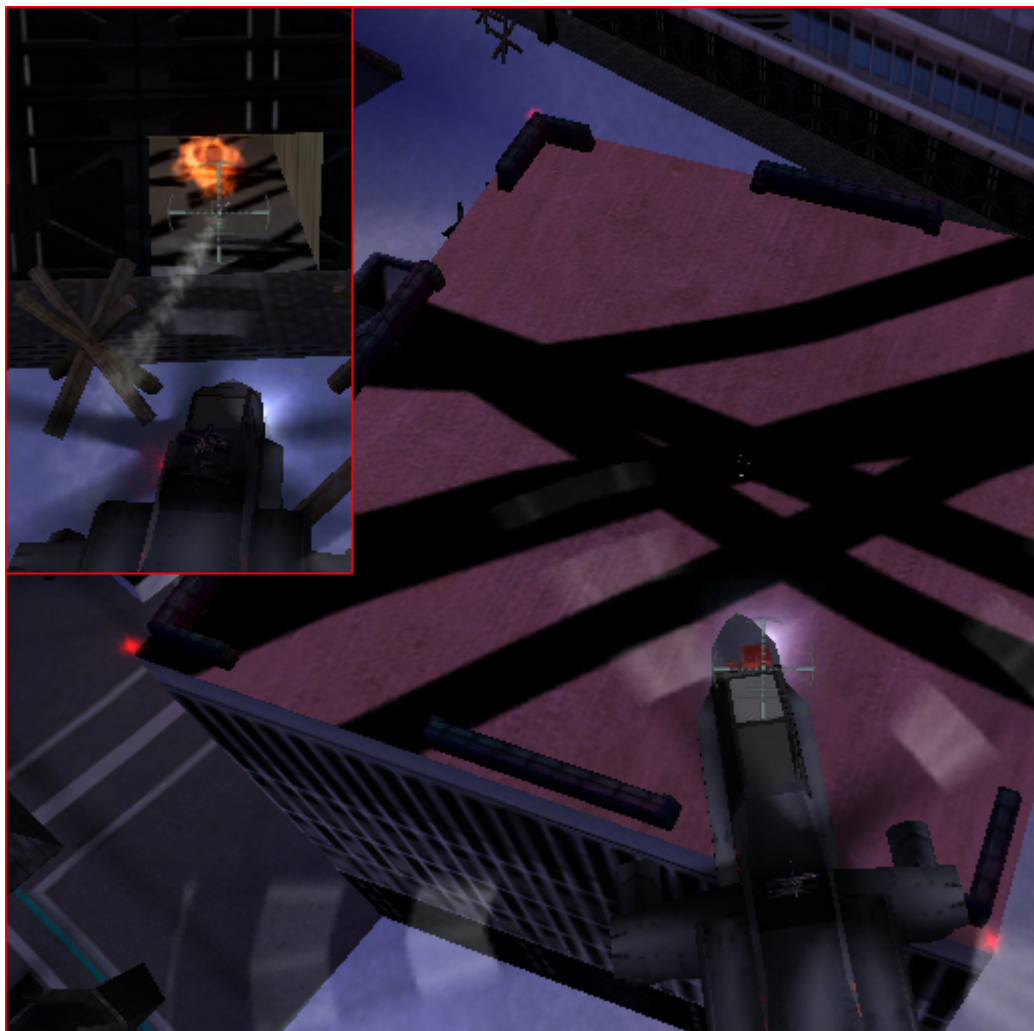
Subject: Re: file name
Posted by [Dreganius](#) on Sat, 16 May 2009 05:28:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

It is cc_conc3.dds in Always2.dat, however it is the same texture as the tunnel floor textures. I did a quick scribble over it to show you:

Although I'm now gonna texture that too =P

File Attachments

1) [ScreenShot244.jpg](#), downloaded 517 times



Subject: Re: file name
Posted by [Scrin](#) on Sat, 16 May 2009 05:31:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dreganius wrote on Sat, 16 May 2009 00:28It is cc_conc3.dds in Always2.dat, however it is the same texture as the tunnel floor textures. I did a quick scribble over it to show you:

Although I'm now gonna texture that too =P
ah lol, you use same painting way to find the right textures!! (but i use yellow)

Subject: Re: file name
Posted by [Dreganius](#) on Sat, 16 May 2009 05:33:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

CHECK THIS OUT! WHOAAA!

File Attachments

1) [Trippeh!.jpg](#), downloaded 519 times



Subject: Re: file name

Posted by [Scrin](#) on Sat, 16 May 2009 05:40:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

lol whats with your hud? try to fix radar's circle

Subject: Re: file name

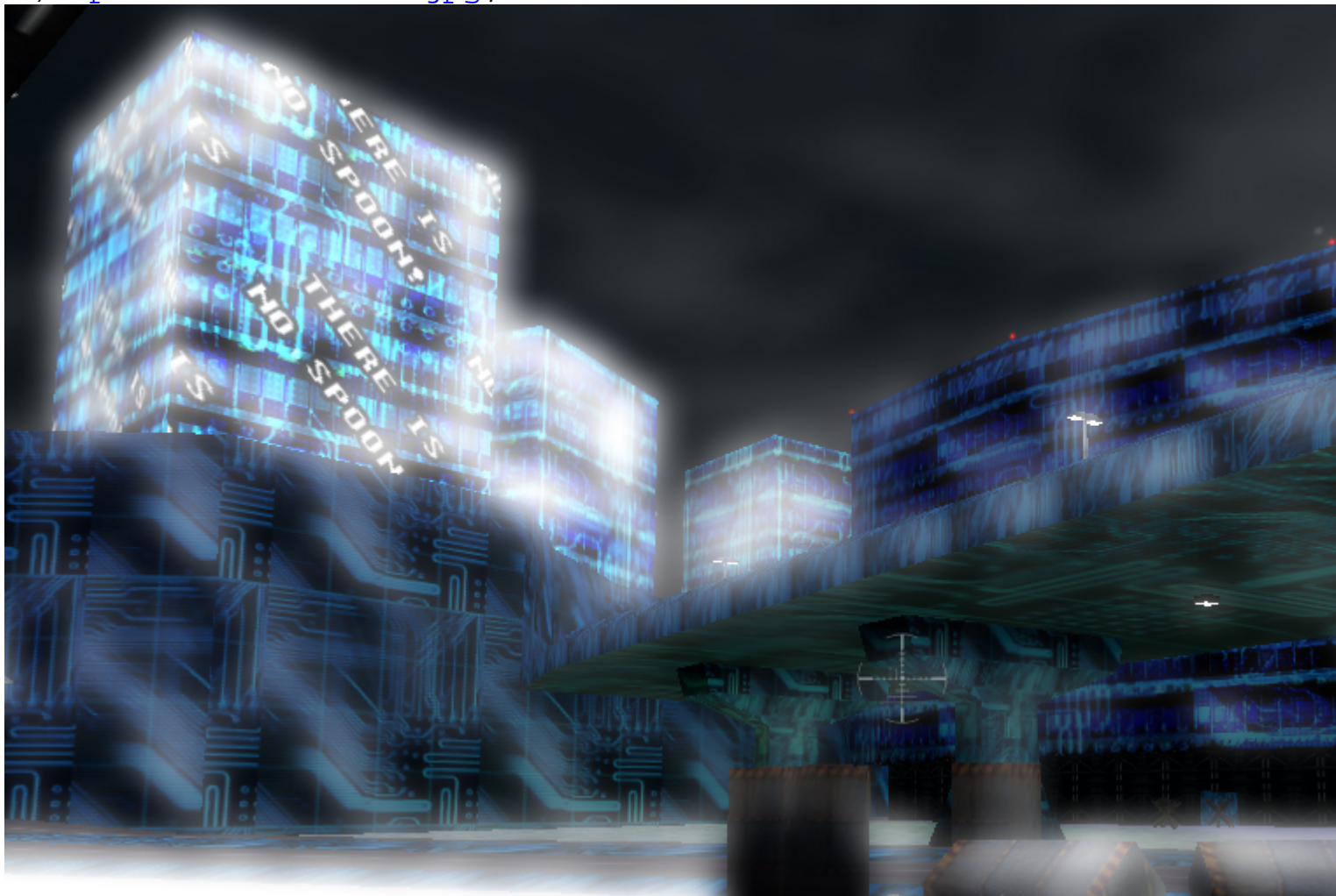
Posted by [Dreganius](#) on Sat, 16 May 2009 05:47:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aw hell now I've done it.

File Attachments

1) [Spoon No Is There.jpg](#), downloaded 493 times



Subject: Re: file name

Posted by [kill](#) on Sat, 16 May 2009 05:59:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

thx dude nice city lol

Subject: Re: file name

Posted by [ErroR](#) on Sat, 16 May 2009 07:49:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

fukin nice reskin man

Subject: Re: file name

Posted by [JsxKeule](#) on Sat, 16 May 2009 08:45:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Niko "The Lay" wrote on Sat, 16 May 2009 07:31Dreganius wrote on Sat, 16 May 2009 00:28It is cc_conc3.dds in Always2.dat, however it is the same texture as the tunnel floor textures. I did a quick scribble over it to show you:

Although I'm now gonna texture that too =P

ah lol, you use same painting way to find the right textures!! (but i use yellow)

does not everyone use this way to find the files

i use bright red^^

and when i search more textures like a whole map

i use every color with other stripes on itXD
