Subject: file name
Posted by kill on Sat, 16 May 2009 04:19:38 GMT
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does any1 know the file name for this?

File Attachments

1) Game 2009-05-15 18-29-13-43.png, downloaded 672 times

Subject: Re: file name
Posted by N1warhead on Sat, 16 May 2009 05:04:59 GMT
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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
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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
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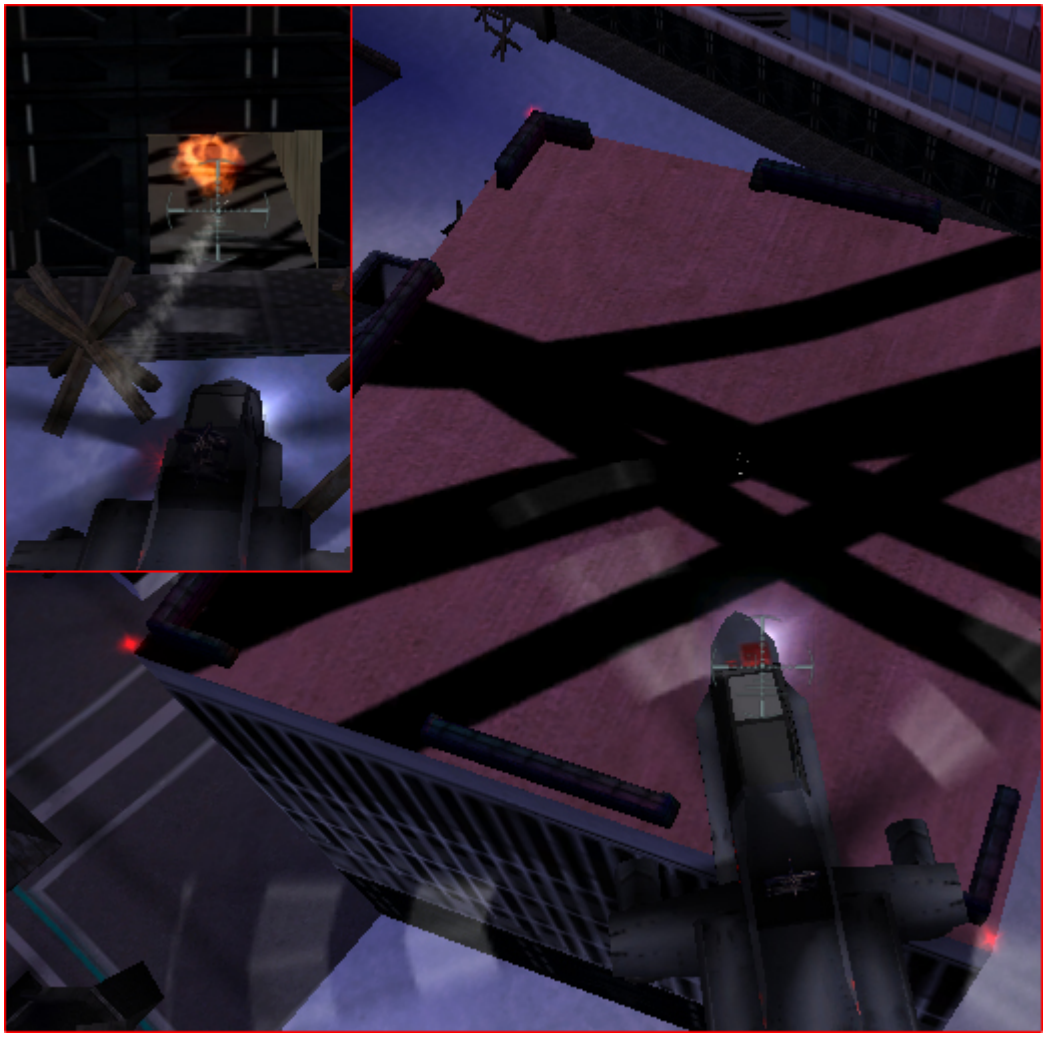
It is cc_conc3.dds in Always2.dat, however it is the same texture as the tunnel floor textures. I did a quick scribble over it to show you:

Although I'm now gonna texture that too =P

File Attachments
1) ScreenShot244.jpg, downloaded 735 times



Subject: Re: file name
Posted by Scrin on Sat, 16 May 2009 05:31:26 GMT
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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
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CHECK THIS OUT! WHOAAA!

File Attachments
1) Trippeh!.jpg, downloaded 720 times

Subject: Re: file name
Posted by Scrin on Sat, 16 May 2009 05:40:08 GMT

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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
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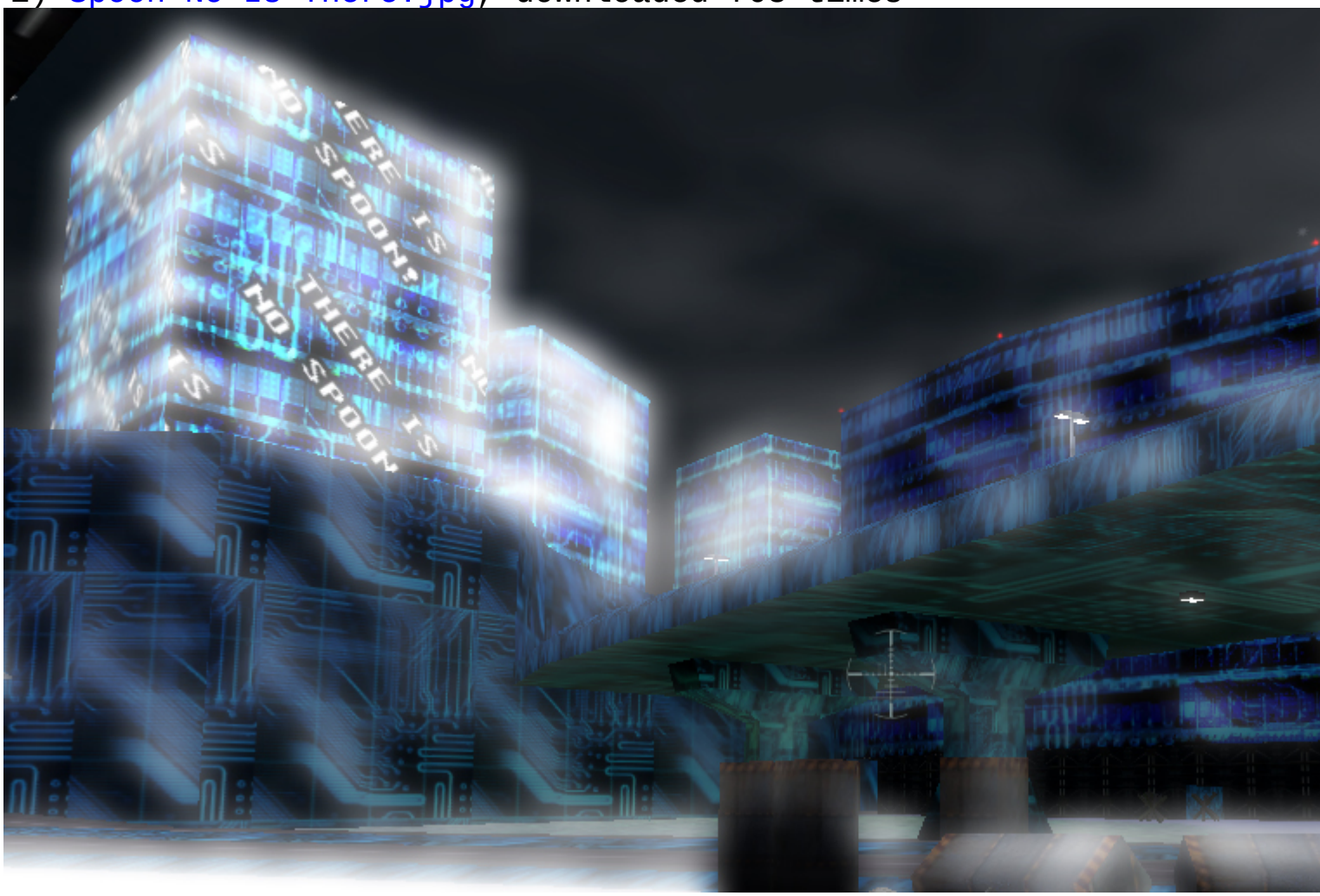
Aw hell now I've done it.

File Attachments
1) Spoon No Is There.jpg, downloaded 703 times



Subject: Re: file name

Posted by kill on Sat, 16 May 2009 05:59:00 GMT
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thx dude nice city lol

Subject: Re: file name
Posted by ErroR on Sat, 16 May 2009 07:49:08 GMT
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fukin nice reskin man

Subject: Re: file name
Posted by JsxKeule on Sat, 16 May 2009 08:45:01 GMT
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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