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

Game 2009-05-15 18-29-13-43.png, downloaded 439 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 456 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 00:28lt 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!

Dage 2 of 6 Compared from Command and Command Official Resumment

1) Trippeh!.jpg, downloaded 457 times



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

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

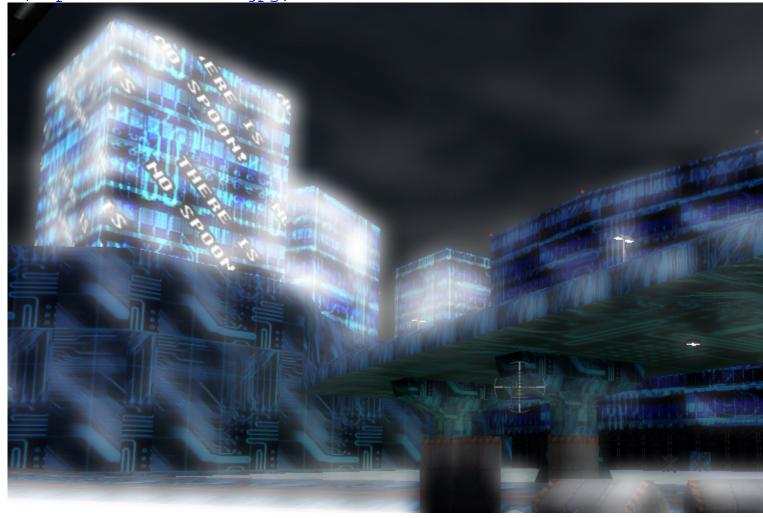
Subject: Re: file name

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 440 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