
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 00:28 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

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