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