
Subject: Bathroom Tile+Floor Texture

Posted by [SuperMidget](#) on Sun, 06 Mar 2005 17:47:26 GMT

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

You guys know that generic blue/turquios bathroom texture? Anyone know where I could DL it?

It on Kanes_Castel_DM Where the GDI PT's are. Do you guys know what I'm talking about?

Edit: Here's a SS

Subject: Bathroom Tile+Floor Texture

Posted by [Spice](#) on Sun, 06 Mar 2005 19:49:18 GMT

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

You have the search for them in the Always.dat with XXCMixer. I always just selected all the TGA files and copied into a folder and then Grabbed all the DDS files with RenegadeEX and copied as TGA.

That was I had an ubundance of textures to choose from.

The toliets and sink are DSAPO objects in leveledit. Search for them under the Tile preset folder.

Subject: Bathroom Tile+Floor Texture

Posted by [jonwil](#) on Sun, 06 Mar 2005 22:56:42 GMT

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

The specific texture in question appears to be hnd_tile002.dds

Any specific coloring of it is most likely specific lighting (e.g. in the hand of nod in SP, the bathrooms appear to use this texture on the walls)

Subject: Bathroom Tile+Floor Texture

Posted by [SuperMidget](#) on Mon, 07 Mar 2005 14:33:25 GMT

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

I just dled that XXCMixer and am looking through always.dat and its all garble. Help?

Subject: Bathroom Tile+Floor Texture

Posted by [Jecht](#) on Mon, 07 Mar 2005 18:55:49 GMT

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

just look at the textures in the XCC mixer, not the code crap.

Subject: Bathroom Tile+Floor Texture
Posted by [Spice](#) on Mon, 07 Mar 2005 19:01:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

You have to double click on the always.dat to look through it.

Subject: Bathroom Tile+Floor Texture
Posted by [SuperMidget](#) on Mon, 07 Mar 2005 22:36:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks a ton for your help guys, i got it, and i'm moving onto LE!! WOOT!
