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Subject: C&C3 big file extraction and decompression tool.

Posted by [Sir Kane](#) on Wed, 28 Feb 2007 18:33:40 GMT

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Scorpio9a and I proudly present our tool to extract, and decompress if required, files from the CC3 big files.

You can download it here:

<http://www.understorm.net/cnc3/>

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Subject: Re: C&C3 big file extraction and decompression tool.

Posted by [Renx](#) on Wed, 28 Feb 2007 18:36:24 GMT

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I like

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Subject: Re: C&C3 big file extraction and decompression tool.

Posted by [Bluesummers](#) on Wed, 28 Feb 2007 18:36:41 GMT

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woot!

awesome! =D

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Subject: Re: C&C3 big file extraction and decompression tool.

Posted by [Ghostshaw](#) on Wed, 28 Feb 2007 18:38:03 GMT

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Once we get a repacker i can edit alot of stuff

-Ghost-

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Subject: Re: C&C3 big file extraction and decompression tool.

Posted by [Mad Ivan](#) on Wed, 28 Feb 2007 18:38:29 GMT

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Great job Silent\_Kane and Scorpio!

Next up, XML decrpition j/k.

Thanks

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Subject: Re: C&C3 big file extraction and decompression tool.

Posted by [Jerad2142](#) on Wed, 28 Feb 2007 18:49:28 GMT

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Silent Kane and Scorpio9a are so on top of things its awesome, the game isn't even out yet and they are already making/releasing the editing tools.

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Subject: Re: C&C3 big file extraction and decompression tool.

Posted by [JeepRubi](#) on Wed, 28 Feb 2007 20:41:20 GMT

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What im interested in are the .w3d and texture files, any idea were they are?

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Subject: Re: C&C3 big file extraction and decompression tool.

Posted by [Jerad2142](#) on Wed, 28 Feb 2007 21:42:04 GMT

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I heard that the w3d format is not used in C&C3.

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Subject: Re: C&C3 big file extraction and decompression tool.

Posted by [Renx](#) on Wed, 28 Feb 2007 22:08:10 GMT

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It's not

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Subject: Re: C&C3 big file extraction and decompression tool.

Posted by [Ghostshaw](#) on Wed, 28 Feb 2007 22:38:30 GMT

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Unfortunately there is alot of unused crap from BFME in the .big's and im still trying to figure out whats used and whats not(made hard by the fact that i can't test anything).

-Ghost-

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Subject: Re: C&C3 big file extraction and decompression tool.

Posted by [Goztow](#) on Wed, 28 Feb 2007 23:15:57 GMT

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Good job, guys.

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Subject: Re: C&C3 big file extraction and decompression tool.  
Posted by [JeepRubi](#) on Wed, 28 Feb 2007 23:57:43 GMT  
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Oh, I thought like bfme, the w3d was still being used.

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Subject: Re: C&C3 big file extraction and decompression tool.  
Posted by [ericlaw02](#) on Thu, 01 Mar 2007 08:03:41 GMT  
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How about the unit stextures? I can't see any unit textures inside the demodata.big, and the streams.big was mostly unknown stuff...

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Subject: Re: C&C3 big file extraction and decompression tool.  
Posted by [jonwil](#) on Thu, 01 Mar 2007 10:29:50 GMT  
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If you wish to dump the textures, go here:

<http://zeusweb.eu/site/programs.php>

Download x-ripper.

Run it on the static\_demo\_common.bin file, any of the map\_demo.bin files, some of the bin files in the aptui folder or any of the files in the static\_demo\_common\cdata folder. Select "DDS" from the format dropdown and run it. It will dump a bunch of dds files for you to look at and play with. You don't get any information on the name of the file but at least people can see what is inside this game

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Subject: Re: C&C3 big file extraction and decompression tool.  
Posted by [ericlaw02](#) on Thu, 01 Mar 2007 15:33:26 GMT  
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Reallly interesting.

The infantry textures were more high res than I thought...(but undetailed, ala generals style...IMO)

Some of them had wacky normal mapping too. (yay! paint is 3d!)

Also, notice anything special?

(for the lazy, "Sesame Street")

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Subject: Re: C&C3 big file extraction and decompression tool.

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Posted by [Aprime](#) on Thu, 01 Mar 2007 20:13:05 GMT

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Green zone, Sesame Street.

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Subject: Re: C&C3 big file extraction and decompression tool.

Posted by [Sir Kane](#) on Fri, 02 Mar 2007 16:35:45 GMT

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Haha.

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Subject: Re: C&C3 big file extraction and decompression tool.

Posted by [Carrierll](#) on Mon, 05 Mar 2007 17:21:34 GMT

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Minor bump, the site isn't loading for me (both Firefox and IE)

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Subject: Re: C&C3 big file extraction and decompression tool.

Posted by [Nameme99](#) on Mon, 05 Mar 2007 17:33:13 GMT

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for the last time, C&C3 DOSE NOT use w3d files. it uses w3x

w  
3  
x

it's to support the shaders.

---

Subject: Re: C&C3 big file extraction and decompression tool.

Posted by [cmatt42](#) on Tue, 06 Mar 2007 23:41:06 GMT

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Nameme99 wrote on Mon, 05 March 2007 11:33for the last time, C&C3 DOSE NOT use w3d files.  
it uses w3x

w  
3

---

X

it's to support the shaders.  
This has already been established earlier in the thread.

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