
Subject: need file name

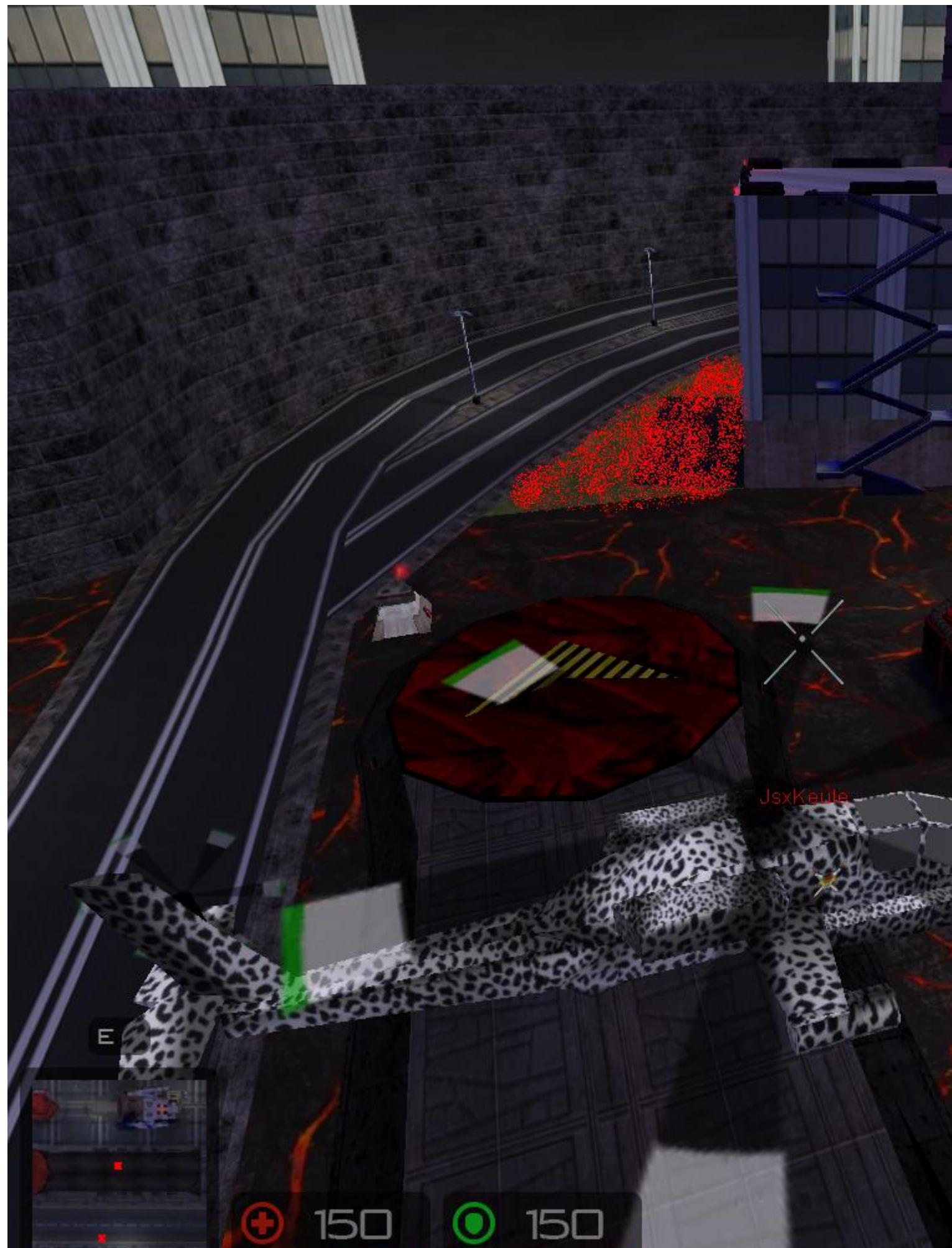
Posted by [JsxKeule](#) on Sat, 14 Mar 2009 21:29:16 GMT

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

i want to overskin all my maps and i need the filename for the grass file in city
and in which map is the file too here is a pic when you dont know what i mean
and dont say "search in XCC MIXER" because its not in the city file

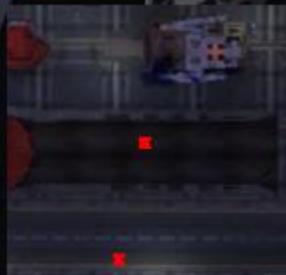
File Attachments

- 1) [grass.JPG](#), downloaded 408 times



JsxKeile

E



150



150

Subject: Re: need file name

Posted by [Killgeak](#) on Sat, 14 Mar 2009 21:47:07 GMT

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

use xcc and open always.dat i think its cc_****

just go trough the cc_ my file looks like cc_grass1 so try that one.

Subject: Re: need file name

Posted by [JsxKeule](#) on Sat, 14 Mar 2009 22:00:52 GMT

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

k thx

Subject: Re: need file name

Posted by [slosha](#) on Sun, 15 Mar 2009 02:54:55 GMT

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

you have too many skins.. dayum

Subject: Re: need file name

Posted by [JsxKeule](#) on Sun, 15 Mar 2009 05:54:45 GMT

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

2GLOCK9S wrote on Sun, 15 March 2009 03:54you have too many skins.. dayum

why?
