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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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Really 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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