Subject: Re: C&C3 big file extraction and decompression tool.
Posted by cmatt42 on Tue, 06 Mar 2007 23:41:06 GMT
View Forum Message <> Reply to Message

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.