Subject: Re: n00b question
Posted by Jerad2142 on Wed, 16 Sep 2009 14:15:59 GMT
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You can use the XCC tools to look through the always files.

Then if you need to convert them from .dds you can use this program, it doesn't work quite right with vista/7 but it still works if you push it a little. DDS2TGAV 2.1

I completely misread that, w3d viewer is the best way to view what skins look like on a model, just make sure to have the model and the skins in the same folder or else the textures don't load.