

---

Subject: [Epic Resource Pack] C&C 3 Textures!  
Posted by [YazooGang](#) on Sat, 18 Apr 2009 23:58:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ok everyone, i present you an epic texture pack from C&C 3/Kanes Wrath.  
This contains alot of graphical images in it, for example, buttons, skins, icons ect...  
They are directly from the data. Its actualy been ripped by a program, but it wasnt a "push button, done" it took 4 hours.

Examples:

Terrain(forgot)

User Interface:

Effects:

Skins:

Targets:

Unit Icons:

What can you use it for:  
This is excellent for cutsom huds. (hud.ini)  
Terrains, it got good textures for maps.  
Targets can be used as reticles.  
And all of your other imaginations

Mega Upload  
Rapid Share  
Enjoy the pack guys.  
-YazooGang(?)

STICKY THIS!!!

## File Attachments

---

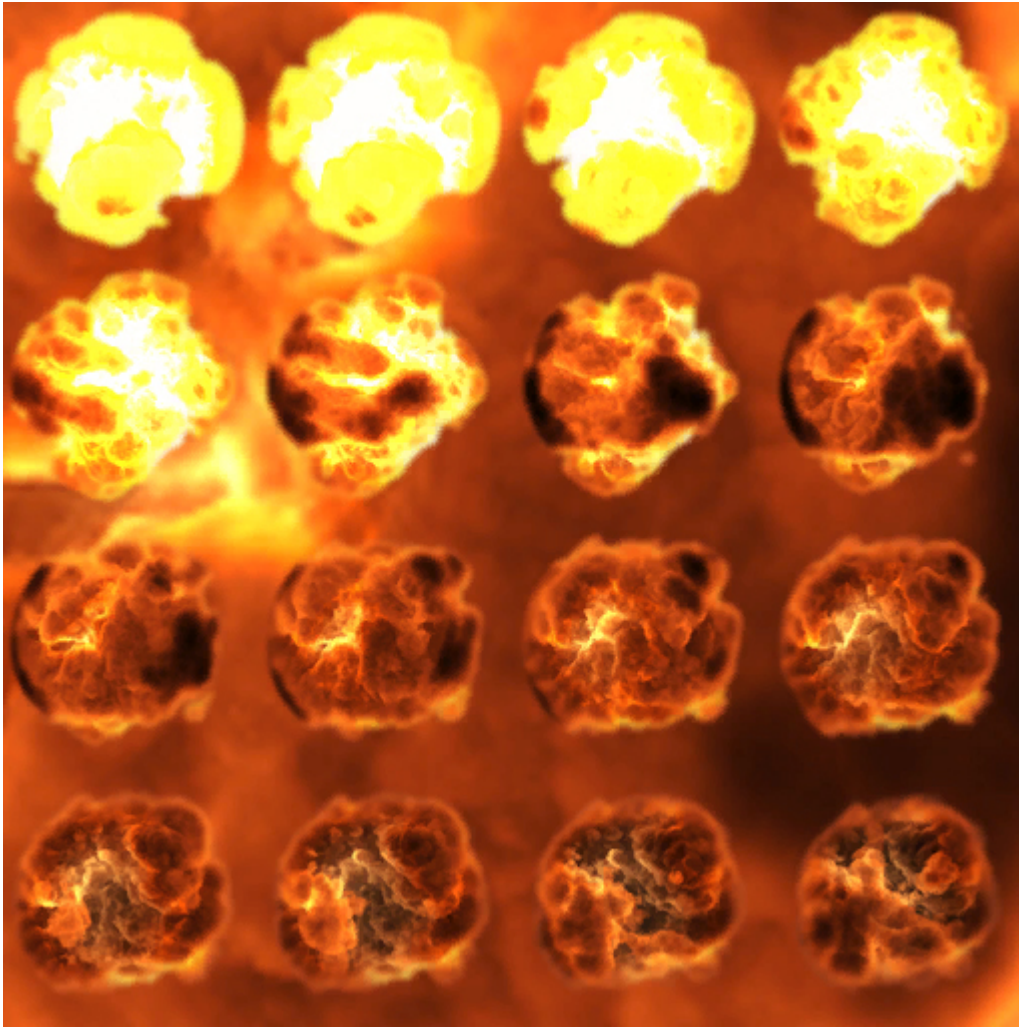
1) [terrain.jpg](#), downloaded 2208 times



2) [user interface.jpg](#), downloaded 2744 times



3) [effects.jpg](#), downloaded 2468 times



4) [skin.jpg](#), downloaded 2449 times



5) [target.jpg](#), downloaded 2400 times



6) [unit icons.jpg](#), downloaded 2341 times



---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [slosha](#) on Sun, 19 Apr 2009 01:25:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

kewl.. this pack has a lot of potential. thanks!

---

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [Scrin](#) on Sun, 19 Apr 2009 01:40:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

YazooGang wrote on Sat, 18 April 2009 18:58Ok everyone, i present you an epic texture pack from C&C 3/Kanes Wrath.  
This contains alot of graphical images in it, for example, buttons, skins, icons ect...  
They are directly from the data. Its actualy been ripped by a program, but it wasnt a "push button, done" it took 4 hours.

What can you use it for:  
This is excellent for cutsom huds. (hud.ini)  
Terrains, it got good textures for maps.  
Targets can be used as reticles.  
And all of your other imaginations

Download here!

Enjoy the pack guys.  
-YazooGang(?)

STICKY THIS!!!

i use it since kane's wrath is out

---

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [YazooGang](#) on Sun, 19 Apr 2009 01:47:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Also, there is a Other folder with logos of GDI, Nod, Scrin and their subfactions. They are PSD type, fully editable. Enjoy those too!

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [slosha](#) on Sun, 19 Apr 2009 02:09:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

YazooGang wrote on Sat, 18 April 2009 20:47Also, there is a Other folder with logos of GDI, Nod, Scrin and their subfactions. They are PSD type, fully editable. Enjoy those too!

yeah i noticed that.. that's really kool.. i already skinned with that gdi logo

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [nope.avi](#) on Sun, 19 Apr 2009 04:28:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nice, this is actually really helpful.

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [ArtyWh0re](#) on Sun, 19 Apr 2009 10:20:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Baker wrote on Sat, 18 April 2009 23:28Nice, this is actually really helpful.  
Agreed.

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [Tupolev TU-95 Bear](#) on Sun, 19 Apr 2009 10:50:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

awesome

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [Tupolev TU-95 Bear](#) on Sun, 19 Apr 2009 10:52:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

post it here

---

the megaupload keeps saying bad request -.-

---

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [YazooGang](#) on Sun, 19 Apr 2009 13:48:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

goliath35 wrote on Sun, 19 April 2009 05:52post it here

the megaupload keeps saying bad request -.-  
Uploading to rapid share.

Edit: New mirror added.

---

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [Dreganius](#) on Wed, 22 Apr 2009 03:42:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is great, I could make some awesome vehicle skins with this.

Anyone want that?

---

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [ErroR](#) on Wed, 22 Apr 2009 09:27:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Sure and new emmitters would be cool, will try it later

---

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [JsxKeule](#) on Wed, 22 Apr 2009 15:38:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

the terrain textures are cool too

## File Attachments

---

1) [field.JPG](#), downloaded 1960 times



NW

JsxKeule

 250

 100

2) [under.JPG](#), downloaded 1911 times



W



300

300

3) [walls flying.JPG](#), downloaded 2028 times



JsxKeule

S



150



150

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [crysis992](#) on Wed, 22 Apr 2009 16:18:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

nice btw i made some terrain textures for Walls with it too

### File Attachments

---

1) [Walls.jpg](#), downloaded 2096 times



AGT  
BAR  
WEP  
REF  
POW  
HRO



N



Health: 150  
Armor: 150

Network:  
0.01 0.02  
0.02 0.00

Geld

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [Scrin](#) on Wed, 22 Apr 2009 16:35:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dreganius wrote on Tue, 21 April 2009 22:42This is great, I could make some awesome vehicle skins with this.

Anyone want that?

yeah, do something with it... but in next time dont put your fucking emo like-colored miffins-plecos or lyrics on the battle tank's textures k?

---

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [YazooGang](#) on Wed, 22 Apr 2009 19:28:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Its really nice to see them being used

---

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [slosha](#) on Thu, 23 Apr 2009 00:40:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I've tried to do some HUD work but it didn't come out so well. I used the star shield looking thing.. but it's too small to use.

---

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [YazooGang](#) on Thu, 23 Apr 2009 01:47:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

C&C 3 quality. My next project is to rip UT3. That gonna rock!

---

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [Dreganius](#) on Thu, 23 Apr 2009 06:22:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Niko "The Lay" wrote on Thu, 23 April 2009 02:35Dreganius wrote on Tue, 21 April 2009 22:42This is great, I could make some awesome vehicle skins with this.

Anyone want that?

yeah, do something with it... but in next time dont put your fucking emo like-colored miffins-plecos or lyrics on the battle tank's textures k?

Just because of that I'm banning your IP from accessing the FTP. It takes 2 seconds for me to do

---

that, AND it means its gonna take hours for you to get it!

EDIT: And WOO JsxKeule uses the Deathbox

---

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!

Posted by [Scrin](#) on Thu, 23 Apr 2009 07:38:42 GMT

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

---

Dreganius wrote on Thu, 23 April 2009 01:22Niko "The Lay" wrote on Thu, 23 April 2009 02:35Dreganius wrote on Tue, 21 April 2009 22:42This is great, I could make some awesome vehicle skins with this.

Anyone want that?

yeah, do something with it... but in next time dont put your fucking emo like-collored miffins-plecos or lyrics on the battle tank's textures k?

Just because of that I'm banning your IP from accessing the FTP. It takes 2 seconds for me to do that, AND it means its gonna take hours for you to get it!

EDIT: And WOO JsxKeule uses the Deathbox

? what the pidorasius you are talked about??? what i must get?? and what FTP?? tried to pwn me?

its take 3 seconds to write this all!??

---

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!

Posted by [hatstand](#) on Fri, 24 Apr 2009 16:39:08 GMT

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

---

Niko "The Lay" wrote on Thu, 23 April 2009 15:38Dreganius wrote on Thu, 23 April 2009 01:22Niko "The Lay" wrote on Thu, 23 April 2009 02:35Dreganius wrote on Tue, 21 April 2009 22:42This is great, I could make some awesome vehicle skins with this.

Anyone want that?

yeah, do something with it... but in next time dont put your fucking emo like-collored miffins-plecos or lyrics on the battle tank's textures k?

Just because of that I'm banning your IP from accessing the FTP. It takes 2 seconds for me to do that, AND it means its gonna take hours for you to get it!

EDIT: And WOO JsxKeule uses the Deathbox

? what the pidorasius you are talked about??? what i must get?? and what FTP?? tried to pwn me?

its take 3 seconds to write this all!??

I would recommend spending more than 3 seconds writing then, I can barely understand what you're saying.

---

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [JsxKeule](#) on Fri, 24 Apr 2009 19:31:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

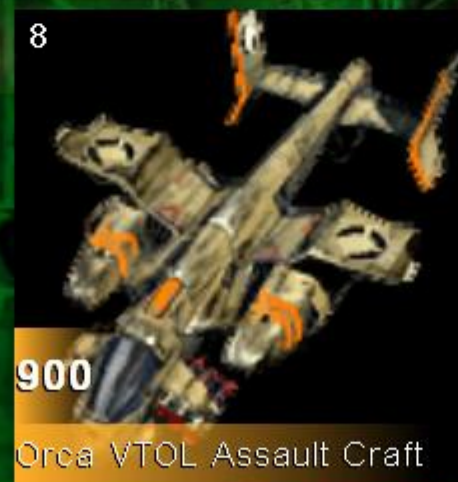
---

best texture pack i ever saw

---

### File Attachments

1) [Unbenannt.JPG](#), downloaded 1785 times



Back

Credits: 100067

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [Dreganius](#) on Tue, 28 Apr 2009 08:43:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

JsxKeule wrote on Sat, 25 April 2009 05:31best texture pack i ever saw

Yep!

[http://www.renegadeforums.com/index.php?t=msg&goto=383120&rid=22555#msg\\_383120](http://www.renegadeforums.com/index.php?t=msg&goto=383120&rid=22555#msg_383120)

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [Chuck Norris](#) on Wed, 29 Apr 2009 08:36:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

YazooGang wrote on Sat, 18 April 2009 19:58User Interface:

That's odd how that's got a map of Middle-Earth in there (that's the exact one from Battle for Middle-Earth II). Then again, the Renegade always.dat file has some odd stuff in it as well.

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [Goztow](#) on Wed, 29 Apr 2009 08:41:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hmmm I'm not sure what to do with this. Is it legal to rip resources from another game? My hunch tells me "no". I'll make a topic about it in our mods lair. Until I have more certainty, I'll leave the topic here.

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [ArtyWh0re](#) on Wed, 29 Apr 2009 09:14:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dreganius wrote on Tue, 28 April 2009 18:43JsxKeule wrote on Sat, 25 April 2009 05:31best texture pack i ever saw

Yep!

[http://www.renegadeforums.com/index.php?t=msg&goto=383120&rid=22555#msg\\_383120](http://www.renegadeforums.com/index.php?t=msg&goto=383120&rid=22555#msg_383120)  
OMG! Great job.

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [nopol10](#) on Wed, 29 Apr 2009 09:14:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Chuck Norris wrote on Wed, 29 April 2009 16:36YazooGang wrote on Sat, 18 April 2009 19:58User Interface:

That's odd how that's got a map of Middle-Earth in there (that's the exact one from Battle for Middle-Earth II). Then again, the Renegade always.dat file has some odd stuff in it as well.

BFMEII is built on the same engine as C&C3 and also made by the same team, so they probably left it in there.

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [Chuck Norris](#) on Thu, 30 Apr 2009 09:24:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

nopol10 wrote on Wed, 29 April 2009 05:14BFMEII is built on the same engine as C&C3 and also made by the same team, so they probably left it in there.  
I know that, but I still found it odd that they left it.

If I remember right, Generals, BFME and BFME II, Tiberium Wars, and Red Alert 3 all use the same engine (albeit different versions, some with different names). The SAGE engine is based on the W3D engine, which Renegade uses, and is now known as RNA.

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [Scrin](#) on Thu, 30 Apr 2009 11:11:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Chuck Norris wrote on Thu, 30 April 2009 04:24nopol10 wrote on Wed, 29 April 2009 05:14BFMEII is built on the same engine as C&C3 and also made by the same team, so they probably left it in there.  
I know that, but I still found it odd that they left it.

If I remember right, Generals, BFME and BFME II, Tiberium Wars, and Red Alert 3 all use the same engine (albeit different versions, some with different names). The SAGE engine is based on the W3D engine, which Renegade uses, and is now known as RNA.  
hmm, so its possible to convert that trategy's models into ren's w3d?

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [Dreganius](#) on Fri, 01 May 2009 06:02:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Niko "The Lay" wrote on Thu, 30 April 2009 21:11Chuck Norris wrote on Thu, 30 April 2009

04:24nopol10 wrote on Wed, 29 April 2009 05:14BFMEII is built on the same engine as C&C3 and also made by the same team, so they probably left it in there.  
I know that, but I still found it odd that they left it.

If I remember right, Generals, BFME and BFME II, Tiberium Wars, and Red Alert 3 all use the same engine (albeit different versions, some with different names). The SAGE engine is based on the W3D engine, which Renegade uses, and is now known as RNA.  
hmm, so its possible to convert that trategy's models into ren's w3d?

There's a small possibility, but not a direct conversion, no.  
It'd have to be imported and exported as a .w3d before it'd even work.

---

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [nopol10](#) on Fri, 01 May 2009 06:08:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The C&C3 Mod SDK came with a sample mod that used a model from BFMEII for a unit if I recall correctly.

---

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [DutchNeon](#) on Fri, 01 May 2009 21:45:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

For the people who are wondering, the X Ray Engine (S.T.A.L.K.E.R Shadow of Chernobyl and Clear Sky) also uses DDS files for most of the skins ingame (weapon icons, enemies, HUD etc).

I think it would be possible export those too.

---

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [Scrin](#) on Fri, 01 May 2009 22:51:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

DutchNeon wrote on Fri, 01 May 2009 16:45 (weapon icons, enemies, HUD etc).

I think it would be possible export those too.

i will buy that game, only for hud's texture

---

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [DutchNeon](#) on Fri, 01 May 2009 23:21:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is what I got in amount of DDS files, only because i'm using a couple mods. The game itself probably uses way more (not sure if it has a file like always.dat):

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [YazooGang](#) on Sat, 02 May 2009 00:22:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

1 thing, the ripper i used captures the textures as a dds file. It doesnt export it from the game it self.

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [Karmanaut](#) on Thu, 30 Jul 2009 02:53:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

can you find a place to upload which isnt total bullshit

i mean what the hell, i have to wait a minute before download starts for both

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [LeeumDee](#) on Thu, 30 Jul 2009 15:37:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Karmanaut wrote on Wed, 29 July 2009 21:53can you find a place to upload which isnt total bullshit

i mean what the hell, i have to wait a minute before download starts for both

You could have started the download before posting that and then the minute would have been over

---

Subject: Re: [Epic Resource Pack] C&C 3 Textures!  
Posted by [Di3HardNL](#) on Thu, 30 Jul 2009 15:54:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Karmanaut wrote on Thu, 30 July 2009 04:53can you find a place to upload which isnt total bullshit

i mean what the hell, i have to wait a minute before download starts for both

if you think this texture pack isn't worth 1 minute waiting then don't download it MORON

---