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
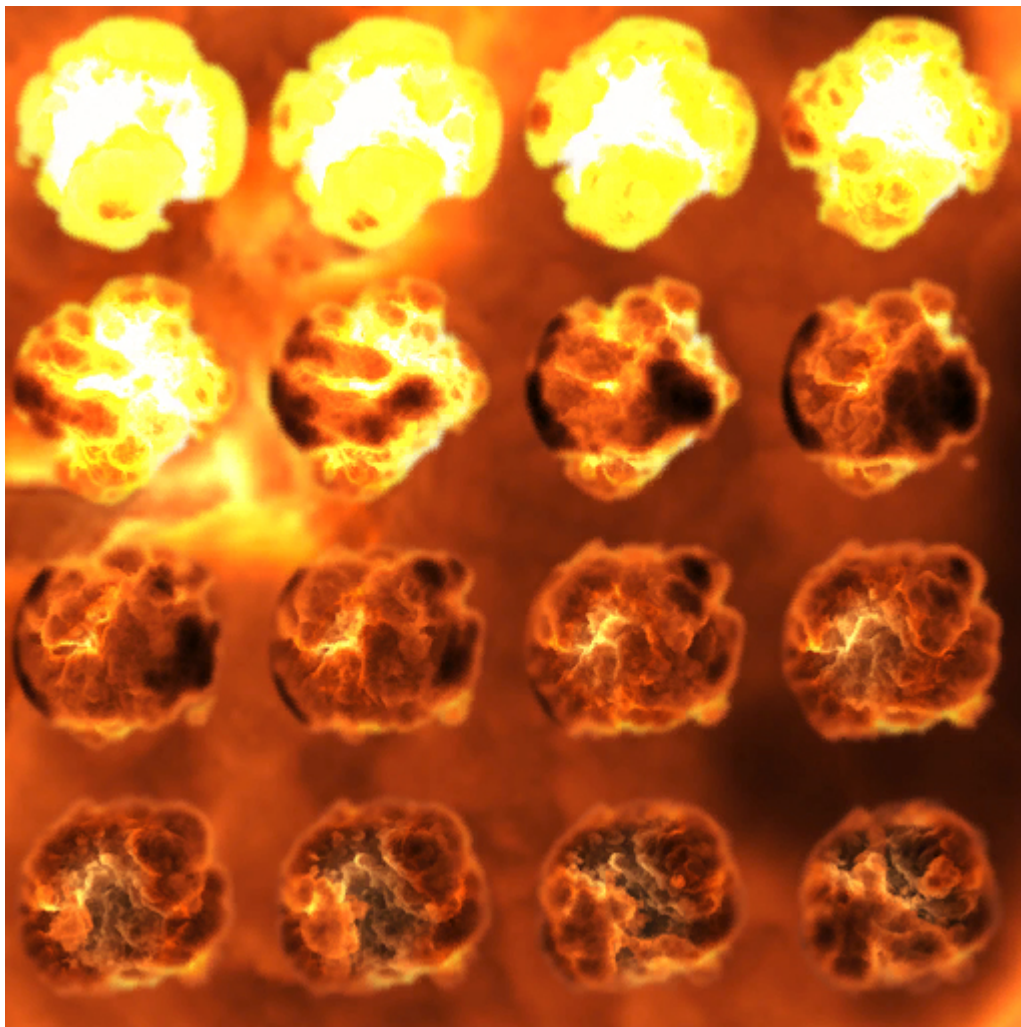Enjoy the pack guys.
-YazooGang(?)

STICKY THIS!!!
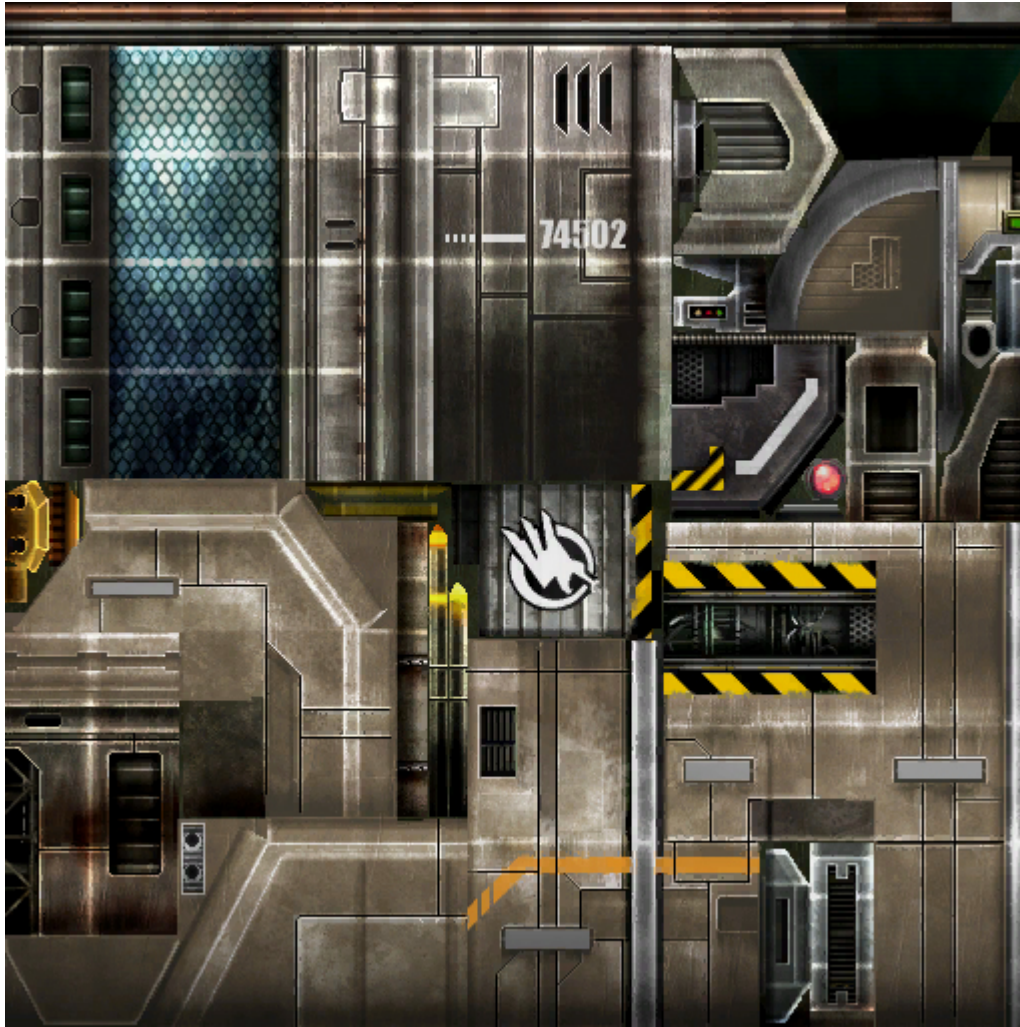
File Attachments

4) skin.jpg, downloaded 2050 times

5) target.jpg, downloaded 2027 times

6) unit icons.jpg, downloaded 1967 times

Subject: Re: [Epic Resource Pack] C&C 3 Textures!
Posted by slosha on Sun, 19 Apr 2009 01:25:41 GMT
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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
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YazooGang wrote on Sat, 18 April 2009 18:58Ok everyone, i present you an epic texture pack from C&C 3/Kanes Wrath.
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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
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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
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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
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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
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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
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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
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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
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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
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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
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Sure   and new emmiters 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
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the terrain textures are cool too

File Attachments

1) field.JPG, downloaded 1650 times

NW

JsxKeLie

250   100

2) under.JPG, downloaded 1585 times

300 300

3) walls flying.JPG, downloaded 1714 times

Subject: Re: [Epic Resource Pack] C&C 3 Textures!
Posted by crysis992 on Wed, 22 Apr 2009 16:18:40 GMT

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

File Attachments
1) Walls.jpg, downloaded 1785 times

AGT
BAR
WEP
REF
POW
HRV

N

150

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
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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-collored 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
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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
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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
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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
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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.

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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

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.

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  ? 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!!??

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.

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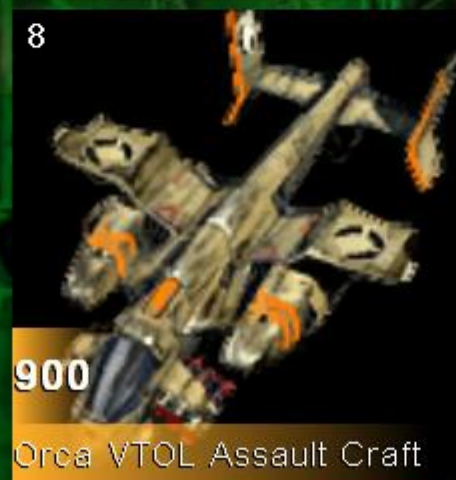its take 3 seconds to write this all!!??
I would recommend spending more than 3 seconds writing then, I can barely understand what you're saying.

Subject: Re: [Epic Resource Pack] C&C 3 Textures!
Posted by JsxKeule on Fri, 24 Apr 2009 19:31:27 GMT

best texture pack i ever saw

File Attachments

1) Unbenannt.JPG, downloaded 1442 times

1
350
Humm-Vee

2
500
Armored Personnel Carrier

3
450
Mobile Ro

4
800
Medium Tank

5
1500
Mammoth Tank

7
700
Transport Helicopter

8
900
Orca VTOL Assault Craft

Back

Credits: 100067

Subject: Re: [Epic Resource Pack] C&C 3 Textures!
Posted by Dreganius on Tue, 28 Apr 2009 08:43:31 GMT
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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

Subject: Re: [Epic Resource Pack] C&C 3 Textures!
Posted by Chuck Norris on Wed, 29 Apr 2009 08:36:17 GMT
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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
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Hmmm I'm not sure what to do with this. Is it legal to rip ressources 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
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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
OMG! Great job.

Subject: Re: [Epic Resource Pack] C&C 3 Textures!
Posted by nopol10 on Wed, 29 Apr 2009 09:14:55 GMT
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Chuck Norris wrote on Wed, 29 April 2009 16:36YazooGang wrote on Sat, 18 April 2009 19:58User Interface:

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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
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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
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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.
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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
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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.
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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
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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
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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
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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
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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
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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
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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
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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
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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