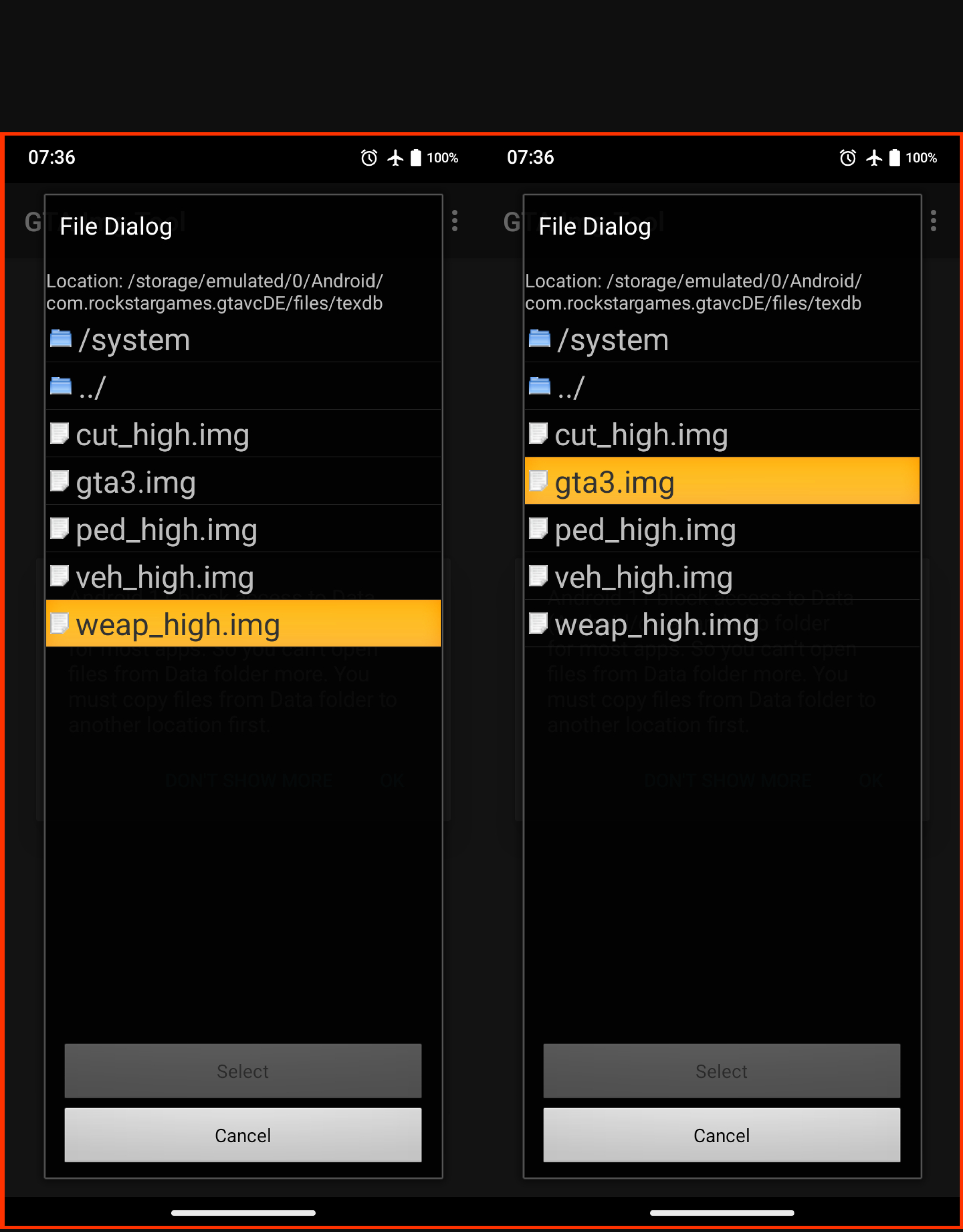
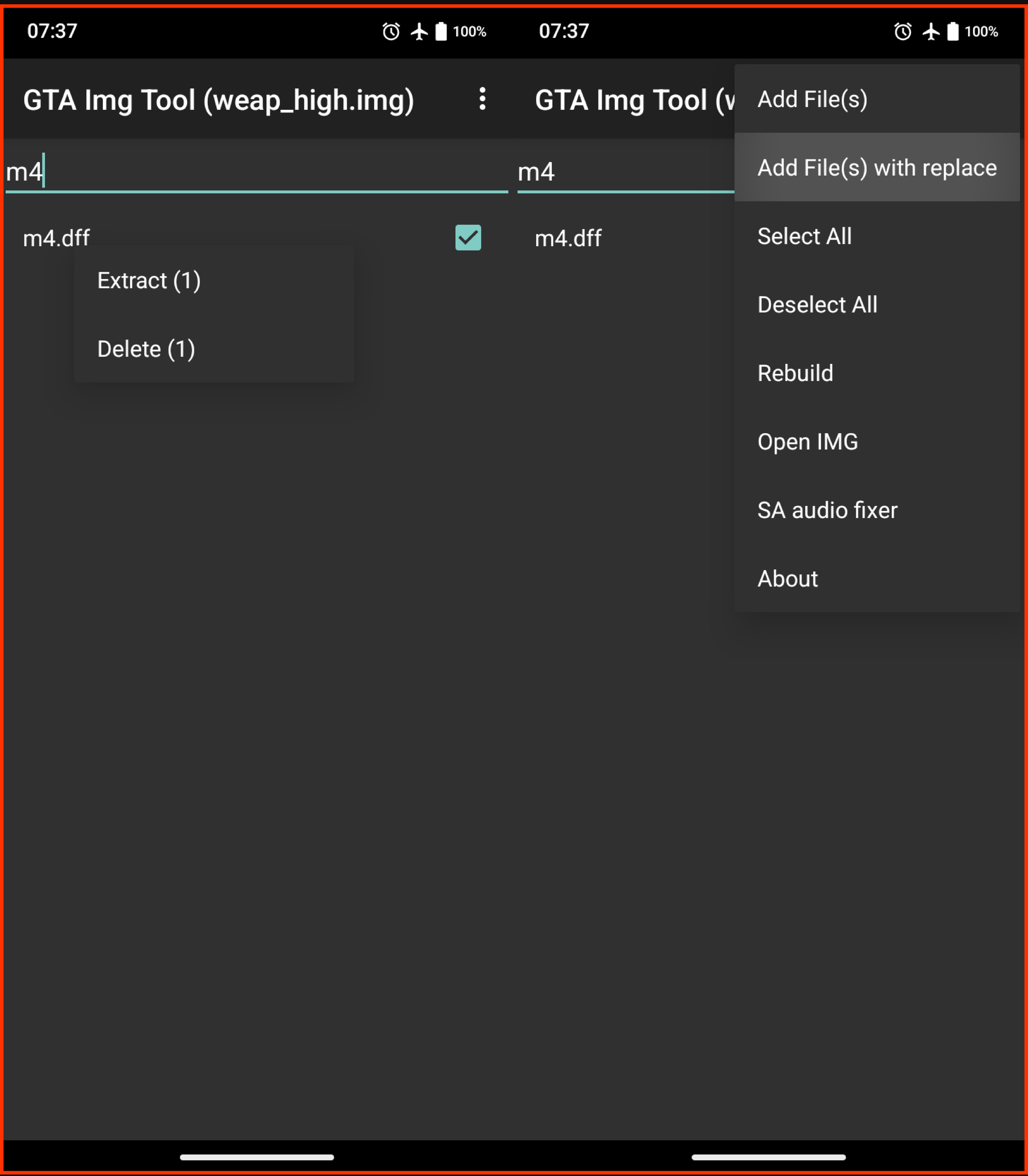

07:36
100%
File Dialog
Location: /storage/emulated/0/Android/com.rockstargames.gtavcDE/files/texdb
/system
../
cut_high.img
gta3.img
ped_high.img
veh_high.img
weap_high.img
Select
Cancel
07:36
100%
File Dialog
Location: /storage/emulated/0/Android/com.rockstargames.gtavcDE/files/texdb
/system
../
cut_high.img
gta3.img
ped_high.img
veh_high.img
weap_high.img
Select
Cancel


07:37
100%
GTA Img Tool (weap_high.img)
m4
m4.dff
Extract (1)
Delete (1)
07:37
100%
GTA Img Tool (v
m4
m4.dff
Add File(s)
Add File(s) with replace
Select All
Deselect All
Rebuild
Open IMG
SA audio fixer
About

07:38 100%

texdb

gamemisc.txt

gta3hi.txt

gta3img.txt

hud.txt

menu.txt

CANCEL SELECT

07:38 100%

texdb

gamemisc.txt

gta3hi.txt

gta3img.txt

hud.txt

menu.txt

CANCEL SELECT

07:38 100%

gta3img.txt
VC , textures: 7016

Alias

WMOBU
Alias

Import

With alpha

Without alpha

Uncompressed with alpha

Uncompressed without alpha

Uncompressed 32bpp

Uncompressed with low memory usage (use it for large textures if your device do not have big RAM size)

CANCEL

n4speed_tc2000r_d
512x512

07:39 100%

gta3img.txt
VC , textures: 7016

Alias

Import wizard

If texture with same name exists

- ○ Just add
- ○ Overwrite
- ◉ Create sibling

Dff model name

m4

- ☐ Use fast overwrite (cache will be rebuilt)
- ☑ Correct capital letters in names
- ☐ Enable camnorm
- ☐ Check texture raster hash
- ☐ Add as road textures
- ☐ Reduce textures size to:

2048

CANCEL OK