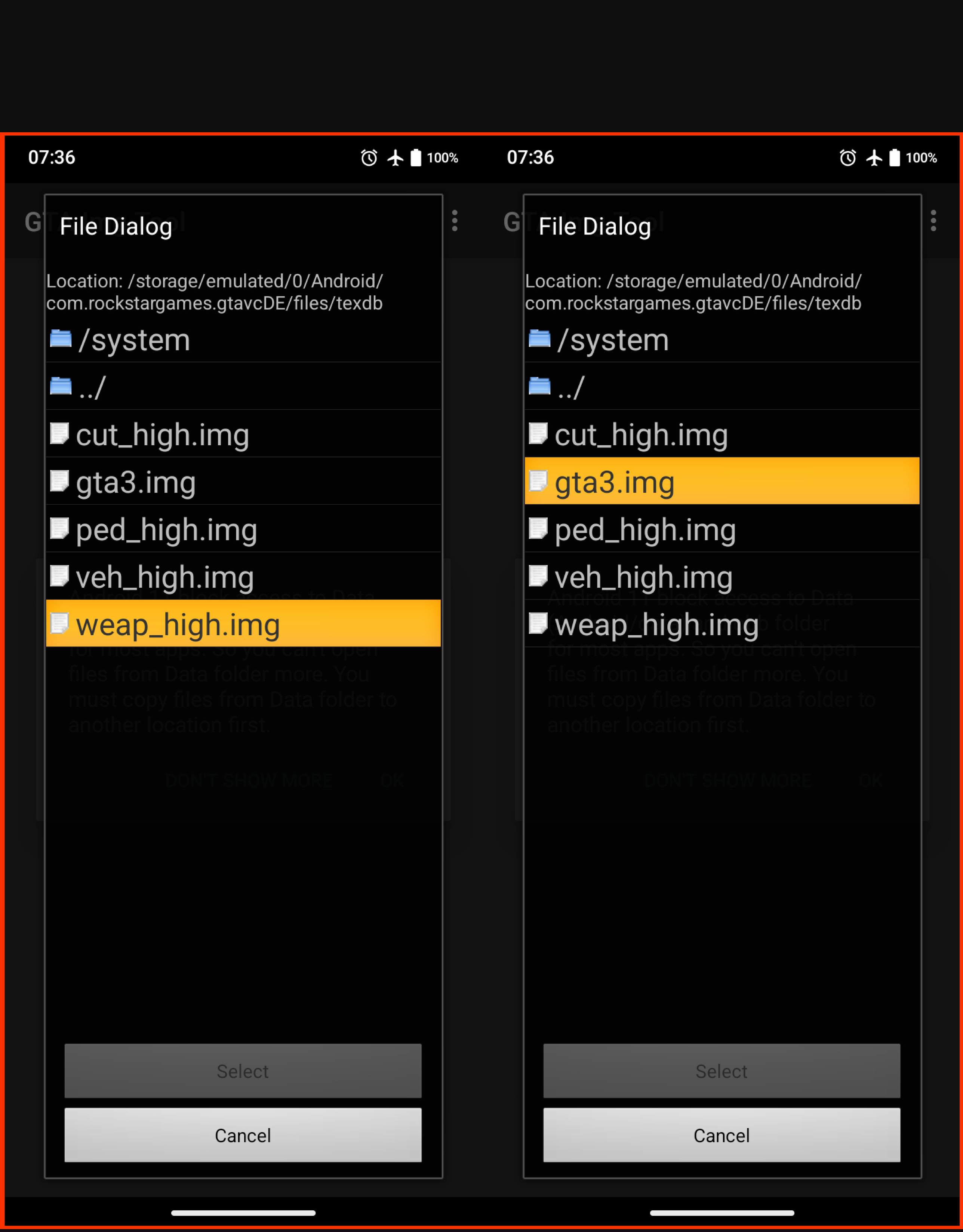
07:36
100%
File Dialog
Location: /storage/emulated/0/Android/com.rockstargames.gtavcDE/files/texdb
/system
../
cut_high.img
gta3.img
ped_high.img
veh_high.img
weap_high.img
Select
Cancel
07:36
100%
File Dialog
Location: /storage/emulated/0/Android/com.rockstargames.gtavcDE/files/texdb
/system
../
cut_high.img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

16:03 87%

GTA Img Tool (weap_high.img)

mp5lng

mp5lng.dff

Extract (1)

Delete (1)

16:04 87%

GTA Img Tool (v

mp5lng

ak47.dff

armour.dff

bat.dff

bomb.dff

brassknuckle.dff

buddyshot.dff

camera.dff

cellphone.dff

chnsaw.dff

chromegun.dff

cleaver.dff

colt45.dff

fingers.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

16:06 87%

gta3hi.txt
VC , textures: 987

256x256

Import wizard

If texture with same name exists

- ○ Just add
- ○ Overwrite
- ◉ Create sibling

Dff model name

mp5lng

- ☐ 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

16:10 86%

gta3hi.txt
VC , textures: 990

512x256

planta256
512x512

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_skynet_plasma_c
8x8