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Subject: Minor problem...

Posted by [zunnie](#) on Wed, 06 Apr 2005 04:22:08 GMT

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Thats a graphics card texture memory shortage more like than a game bug.  
Check your BIOS and make sure that you set AGP Aperture size to 64mb  
when you have a 64mb card, 128mb for 128mb etc

Your gfx card unloads parts of the map and/or textures that are not  
currently in use if it comes to point where there is no more available  
texture memory. Then when you go into an area where new textures are  
then sometimes the speed between unloading old textures and loading  
new textures isnt going fast enough and you see this texture missing for  
a second or two.

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