
Subject: Re: Missing textures? A texture test map?
Posted by [Titan1x77](#) on Wed, 25 Jan 2006 08:18:04 GMT
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All textures should be included in the always.dat and always2.dat, verify with RG like JW said.

worst case you could be missing m#.mix files which also have some textures in them.

Im willing to make a Titan1x77.mix with all textures i have forgotten to add to any of my previous maps.

I now test each map in an empty folder to make sure they are all there including all .w3ds i may need per map (such as the advanced humvee and ACK's guard towers)

I know of a few textures missing in some of my old maps.....they most likely were in some other .mix maps i had in my data folder, which many others may of not had.
