NeoSaber wrote on Sun, 05 February 2006 15:25BlazeDragoon wrote on Sun, 05 February 2006 13:26Thanks for all the advice I'll try them out,as of for this I've done it.I just don't get why it works in the .pkg but not the .mix :S.Also rm whatcha mean has a problem with another map in the folder o.O?

If two different .mix files include textures that have the same names, they can conflict and cause models to appear black. I see it happen a lot when I put together Renegade Alert internal alpha tests and forget to rename things. New vehicle textures that share names with old textures can cause vehicles to show up black in game.


Yea, and in this case someone messed with sgt. mays textures in city_flying _se....Happens on the advanced humvee if its on the data folder and in this case the gdi turret and hmrls....if its the exact same texture it doesnt usually happen its when its edited and named the same.

This has always been a problem with renegade....reading from other folders/.mix files....half the reason  cheating was so easy...and probably still is.

I know the problem was solved already but, blaze....you should make sure its pointed out that this was what solved it...so people can use the search function and find the solution.