
Subject: limitation discovered with regard to textures
Posted by [jonwil](#) on Thu, 24 Aug 2006 05:44:59 GMT

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Basicly, when the game starts up for the first time (or if they have been deleted), it creates .thu files for each mix file (including always.dat and always2.dat). Each file contains information about textures including the width and height.

When the game loads a texture, if its in the thu file, it uses the width and height from there instead of from the texture file itself.

What this means is that if you have a texture in your renegade data folder with the same name as a texture in a mix file and the texture has a different size to the one in the mix file, you get texture errors/issues. The same may also happen if there is a change to the mix file where a texture inside changes size but the .thu file is not deleted so it can be regenerated with the new size.
