

---

Subject: Re: limitation discovered with regard to textures

Posted by [Blazea58](#) on Sat, 26 Aug 2006 03:11:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The textures itself based on width and hight isn't the main problem, its when you have two very different textures but named the same where it can cause graphical errors ingame. My Rp2 map has hit nearly 900 textures, and i am sure some renegade maps may have the same named textures as other maps do which could result in one texture being replaced for another.

I personally dont think that the texture "size" has any role in this as i have replaced hundreds although of course the .Thu was deleted and regenerated each time.

I have noticed with these errors all it does is replaces the old texture with the one that its conflicting with. Other then that i don't think it can make a map itself corrupt.

---