
Subject: Re: limitation discovered with regard to textures
Posted by [danpaul88](#) on Sat, 26 Aug 2006 15:20:41 GMT
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well one way to ensure your own maps never have collisions with other textures anywhere is to name them all like

mapname_tex001.dds
mapname_tex002.dds

or similar, but thats up to map authors to implement, and with large maps like rp2 it would be VERY time consuming to update all the names...
