
Subject: Re: The infamous Quick Draw glitch
Posted by [Halo38](#) on Wed, 29 Nov 2006 16:13:00 GMT
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Looks like there is a file name conflict with that maps terrain w3d

e.g. If two .mix archives contain a file called "terrain.w3d" the game doesn't know which one to load

Tip from me: add a prefix to everything you make to do with your map all textures in C&C_Arid have arid_ at the beginning e.g. "arid_sandpc02.dds"
