
Subject: Re: Texture go missing and crashes
Posted by [JPNOD](#) on Sun, 22 Apr 2007 17:52:07 GMT
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CHEATER!!

I used to have a simmilair problem and one of my RAM stick's was broke, dunno if that's the case with you but be sure to test it.

And if you have overclocked your VGA the artifacts might stay forever. Especialy the cheaper brand memmory on VGA card's tend to give artifacts alot faster when being just a little over normal condition.
