Subject: Re: My little project
Posted by saberhawk on Sun, 08 Jun 2008 23:19:27 GMT

skips past rest of thread

Textures that are already in always.dat (or any other mix file) cannot be replaced with "loose" (aka in data folder directly) or "packed" (in another mix file than they appear) textures that are different in size or format. Any difference gives you a black texture because loading of the texture failed.