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Subject: Re: My little project

Posted by [saberhawk](#) on Mon, 09 Jun 2008 08:15:10 GMT

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Reaver11 wrote on Mon, 09 June 2008 01:11Saberhawk wrote on Sun, 08 June 2008 19:19\*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.

Yes they can be replaced with "loose" (aka in data folder directly. Plus if Renegade cant find the texture why would it turn black?

The blackout has the do with the alpha(channel) of the texture not whit the loading. (You would rather end up getting westwood logo's than a black texture)

lol, no. Shut the hell up if you don't know what you are talking about. I have been over the texture loading code \*far\* more times than you have. "Loose" textures CANNOT be a different format or size than textures already found in always.dat or different mix files. They \*will\* turn black because the texture \*loading\* code goes "oh shit, that texture isn't what I expected! I can't do anything D:" The WW logo texture is only shown when the texture isn't loaded yet, or the file doesn't exist. It doesn't show up when loading \*failed\* due to incorrect or mismatched formats...

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