Subject: Re: [Map] - C&C_Hourglass_Flying_BETA Posted by CarrierII on Wed, 21 Jan 2009 10:05:53 GMT View Forum Message <> Reply to Message

I seem to recall the optimum strategy for custom maps textures was using:

*your name here*_*texture name here*.dds

for all your texture names, as that removed naming conflicts...

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