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Subject: Re: Textures not showing up?

Posted by [roszek](#) on Sat, 03 Nov 2012 11:26:43 GMT

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When I rename a texture I usually put a bunch of x's or other random chars after the original name. The texture that one person is having trouble seeing is 20\_gizmo03.tga (I didn't touch this) which has always been used for the Nod repair facility.

It could be that someone else messed with the texture on another map and didn't rename it(I have seen this before) but in my friends case the map was loaded after a clean install and still no texture.

So it's hard to say what's going on with that; figured I'd ask.

Edit: Never mind, this probably has nothing to do with TT 4.0

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