
Subject: Few texture errors

Posted by [Tupolev TU-95 Bear](#) on Wed, 28 Jul 2010 10:44:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well i noticed on some maps, parts of them are blacked out maps are:
Canyon, parts of the pillers to support the tunnel bunkers are blacked out, the GDI wall behind bar is blacked out , the area of the nod refinery is darker than its surrounding.

Under: the snipers points hill has parts thats on its original state and parts of it dark

Walls: the pillers to support the pathway on the hill is blacked out.

Not sure about other maps like islands and that.

Wonder what teh problem is?

Subject: Re: Few texture errors

Posted by [zeratul](#) on Wed, 28 Jul 2010 10:54:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think hourglass has a few in the tunnels

I always ignored these and im sure posts have been made about this before.

Subject: Re: Few texture errors

Posted by [Tupolev TU-95 Bear](#) on Wed, 28 Jul 2010 15:53:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Didnt check posts like this before

Also i try to ignore em but it irritates me
