
Subject: Textures not showing up?

Posted by [roszek](#) on Fri, 02 Nov 2012 22:26:32 GMT

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

A while back I had completed a map and a friend of mine said he was getting the WW logo and not seeing a certain texture, I looked through the mix and confirmed the texture was present, I also checked ttf's on my website and saw the texture was there as well. I asked him to use his laptop and he was able to see the texture on his xp machine. He deleted/removed all that was related and reloaded renegade on his windows 7 machine and still no texture!

I renamed the texture and applied it to the object and this seemed to fix the problem.

I figured it was just a fluke however I am hearing from a few players that a texture is not showing up in a map and again the texture is in the released mix.

Anyone know what could be the cause?

Edit: I'm saying that this only seems to happen to a few people after they download a map from a repository; not everyone has this problem.

Subject: Re: Textures not showing up?

Posted by [danpaul88](#) on Sat, 03 Nov 2012 10:41:51 GMT

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

As I understand it TTFS tries to de-duplicate things such as textures and models to reduce the amount of space required to store everything. I wonder if it's possible that you have named your texture the same as a different texture on another map that those players experiencing problems also have and the TTFS de-dup mechanism is somehow mistakenly tagging it as a duplicate... you would have to wait for someone with more in depth knowledge of TTFS to reply I think, but that's the only reason I can think that renaming the texture would help.

Subject: Re: Textures not showing up?

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

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

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

Subject: Re: Textures not showing up?

Posted by [trunkskgb](#) on Wed, 07 Nov 2012 16:50:28 GMT

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

This texture business is getting annoying. I am now seeing ENTIRE MOUNTAINS covered in Westwood logos. Of course, it's better than EA being shoved in my face.

I hope this gets properly addressed and fixed.

Subject: Re: Textures not showing up?

Posted by [roszek](#) on Wed, 07 Nov 2012 17:30:59 GMT

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

I think with a lot of maps the the textures were just not included in the mix cause the texture was already in a map in cp1/cp2.

Maps like the one in the screen shot below should NOT be in any rotation.

Then there is the problem where the texture is in the mix yet it still doesn't show up (just on some machines).

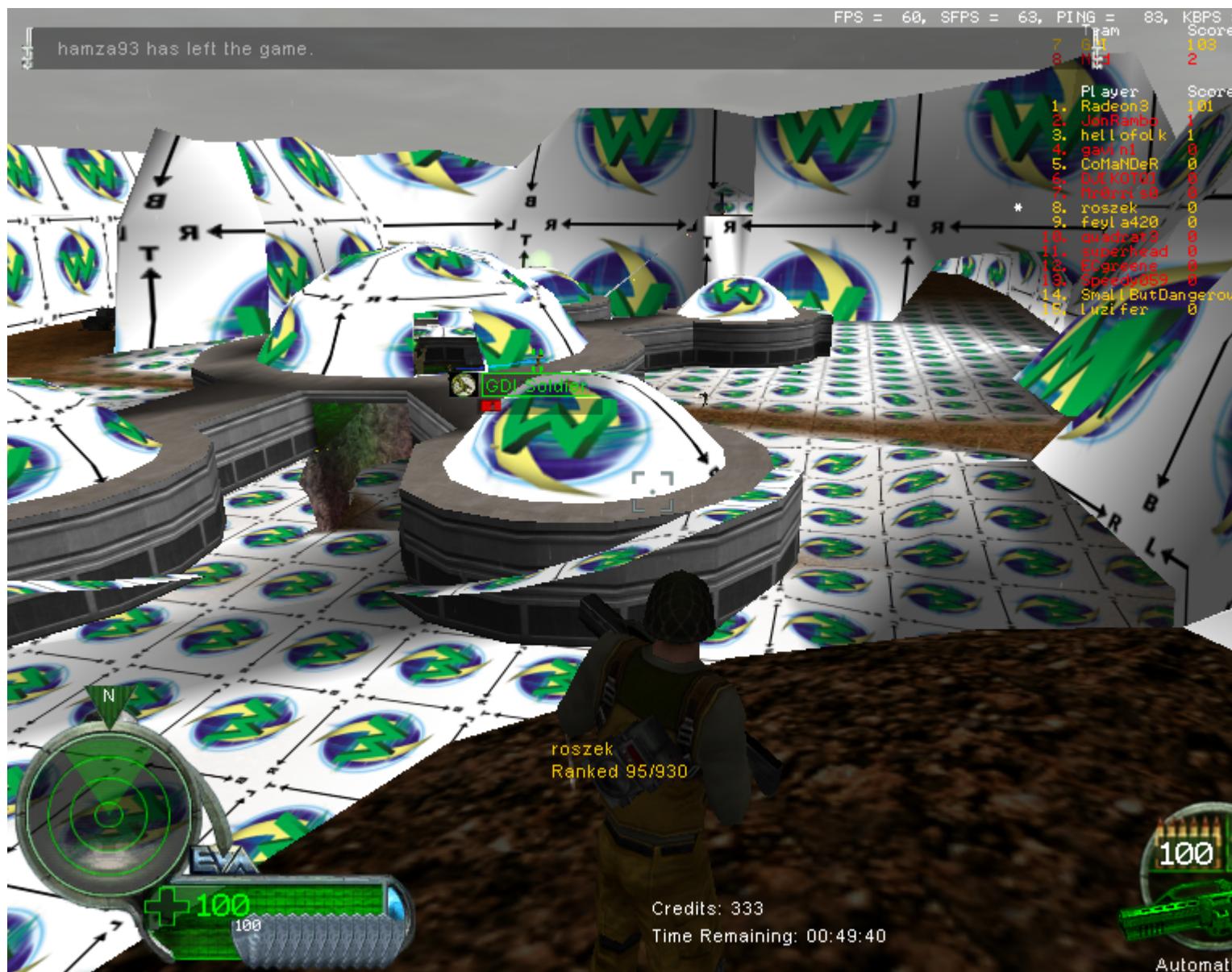
Something on my machine is causing me to not see the texture below even though it's in the mix, I don't know what I just know others can see this texture fine; wont even show up for me with a clean install, doesn't even show up if I add the textures to the data folder....Makes me mad bro!

Doesn't seem to matter if it's a mix or if it was downloaded into the ttf's folder.

If I'm testing a map and a person does not see a texture I load it into Photoshop and save it with a diff name; seems to fix the problem.

File Attachments

1) [Screenshot.146.png](#), downloaded 853 times



Subject: Re: Textures not showing up?

Posted by [StealthEye](#) on Wed, 07 Nov 2012 22:29:45 GMT

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

Please try the following: copy the whole ttfs directory from a pc where it does not work to one where it does work. Then host a 1p lan game on both and see if there is any difference (because you should ensure to test in 1p lan, the exact same environment, also make sure that you have not started any game before you started the 1p lan game). If it then occurs on the previously working pc, then please zip your ttfs and send it to me. Please also specify the url of the repository you downloaded it from, if any.

Subject: Re: Textures not showing up?

Posted by [Mauler](#) on Wed, 07 Nov 2012 22:51:27 GMT

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

Getting the actual mix file is much better than auto downloading from server repository's... tbh the auto download feature is too bugged.

Subject: Re: Textures not showing up?

Posted by [roszek](#) on Thu, 08 Nov 2012 01:28:50 GMT

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

@StealthEye:

I took my renegade ttf's folder over to another persons computer. i deleted their ttf's folder and replaced it with the one from my machine, and of course it worked perfectly.

My ttf's on someone else's machine:

The textures as you can see show up, yet in a screen shot from my machine in a post above shows them as missing.

Those textures (from C&C_Hon_DM1.mix), I'm told, are:

Quote: The missing textures should be lightflash.tga and glow.tga should also have the corresponding _gradient files aswell

You can download my ttf's folder here (I'll be deleting this file after a week).

But I'm not sure why that matters cause those textures wont show up even if I run the mix.

Also on my friends machine sometimes he cant see included textures that I can see just fine.

This is just all very strange to me.

Edit: The repository was from New Maps UltraAOW, whatever that url is.

Subject: Re: Textures not showing up?

Posted by [zunnie](#) on Thu, 08 Nov 2012 04:21:19 GMT

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

<http://servers.ultraaow.com/newmaps/>

Thats the repository he got it from.

Subject: Re: Textures not showing up?

Posted by [StealthEye](#) on Thu, 08 Nov 2012 06:53:20 GMT

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

Since the same ttf's works fine on a different machine, the problem is not with the downloader. My guess is that you or the other machine has a .mix file that provides a texture with the same name. Can you try moving all but the stock .mix files to outside the data folder on both machines and try again?

@Mauler: getting the actual .mix files is a bad idea, as I described in detail in a recent post here on renforums. One of the worst parts would probably be that one server could install cheats on your client and then they would be loaded for any other server you join too.

Subject: Re: Textures not showing up?

Posted by [roszek](#) on Thu, 08 Nov 2012 12:51:15 GMT

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

All he and I have are the stock maps in our data folders, I even tried removing the stock maps at one point and still the textures do not show up.

I just don't get it, the textures for the map are there, their are no duplicate textures so I should see them and yet I don't.

scratched head

Subject: Re: Textures not showing up?

Posted by [StealthEye](#) on Thu, 08 Nov 2012 18:25:20 GMT

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

Did you try copying the whole Renegade folder? There has to be a difference somewhere... Contact me on IRC or MSN or something like that if you like, and we can debug it together. (Best times for me are during weekends or between 20.30-23.00 CET.)

Subject: Re: Textures not showing up?

Posted by [roszek](#) on Fri, 09 Nov 2012 00:05:35 GMT

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

Yeah something is different somewhere between the machines also I'm not the only one having this problem; would be nice to find the cause.

I can do IRC maybe on the weekend, I don't expect I'll be too busy.

Subject: Re: Textures not showing up?

Posted by [StealthEye](#) on Fri, 09 Nov 2012 07:28:46 GMT

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

Ok, let me know what date and time and I will try to be there. You can also try your luck finding me there without a set date...

Please try copying the entire Renegade folder over, just to see if it is some file or a compatibility issue.

Subject: Re: Textures not showing up?

Posted by [roszek](#) on Sun, 11 Nov 2012 15:41:46 GMT

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

Deleting the always thu files fixed it.

THANKS ZUNNIE!

Also, just to be sure I deleted all my thu files.

Edit: And thanks hunter-seeker for telling me that zunnie said to do that.

Subject: Re: Textures not showing up?

Posted by [danpaul88](#) on Sun, 11 Nov 2012 15:53:05 GMT

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

I wonder how much of a performance benefit the .thu files offer... unless it's significant I wonder if it's worthwhile just disabling the caching mechanism entirely... they are often at fault when things go wrong with textures...

Just thinking aloud here, don't mind me

Subject: Re: Textures not showing up?

Posted by [zunnie](#) on Sun, 11 Nov 2012 17:06:32 GMT

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

Yea i just happen to run into the missing texture problem on Blazeas58's new map TheCanyon which i'm setting up in editor/scripts.

So i told StealthEye about it and we came to the conclusion it is a fuckup in the always.thu file for some odd reason.

We're debugging it right now! StealthEye is doing the hard work though

If you want to try the map in LAN 1P you can get the beta2 mix here:

http://zunnie.multiplayerforums.com/renegade/thecanyon/C&C_TheCanyon_b3.zip

It is also currently in testing on the NewMaps UltraAOW 4.0 server

Subject: Re: Textures not showing up?

Posted by [trunkskgb](#) on Sat, 17 Nov 2012 04:37:47 GMT

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

I deleted the files like suggested. It fixed the problem on some maps, which was nice to see. However, it now affects other maps! Ones that were not affected before doing this. It also has rendered Gigantomachy completely useful. It freezes each time the map loads now, and every texture on the map is black.
