Subject: Re: Missing textures? A texture test map?
Posted by Dr. Lithius on Tue, 24 Jan 2006 23:06:55 GMT

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Ya know... This is an excellent idea. We should have some form of "test map" to test all the textures, if we're missing built-in textures on some maps. Admittedly, Assault is the first time I've heard of this happening, but still. Better to be safe than sorry.