Subject: Re: Missing textures? A texture test map?
Posted by JRPereira on Tue, 24 Jan 2006 23:14:41 GMT
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Dr. Lithius wrote on Tue, 24 January 2006 18:06Ya 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.

I can say with a lot of certainty that this problem has likely been around since Renegade first had that gui installer (if not earlier than that). When I reinstalled renegade on the laptop and desktop late last year, I confirmed with certainty that the base installs of renegade on both computers were missing textures - and they were each missing different textures.

For the record, my CD's are a tad scratched. I'm sure other people have simmilar problems with scratched CD's.