Subject: Re: Missing textures? A texture test map?
Posted by jonwil on Tue, 24 Jan 2006 23:31:43 GMT

The easy way to test if your renegade is working is to connect to RenGuard.
RenGuard will tell you if any of your files are corrupt (e.g. always.dat, always2.dat).

Also, if you are having texture issues, try deleting the *.thu files in the renegade data folder.