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Subject: Re: Black Textures?

Posted by [NeoSaber](#) on Sun, 05 Feb 2006 20:25:19 GMT

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BlazeDragoon wrote on Sun, 05 February 2006 13:26 Thanks for all the advice I'll try them out, as of for this I've done it. I just don't get why it works in the .pkg but not the .mix :S. Also rm whatcha mean has a problem with another map in the folder o.O?

If two different .mix files include textures that have the same names, they can conflict and cause models to appear black. I see it happen a lot when I put together Renegade Alert internal alpha tests and forget to rename things. New vehicle textures that share names with old textures can cause vehicles to show up black in game.

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