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Subject: Re: applying custom PT Icon  
Posted by [crazfulla](#) on Thu, 14 Dec 2006 18:45:22 GMT  
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sounds like it could be one of two things:

- The texture is of an incorrect format (double check ur dxt settings)
- The texture has the same name as a texture used by another map

When making maps always prefix or suffix your textures and models with something unique. eg I add 'craz\_' to the start of mine. Otherwise it doesnt know which one to load and the texture doesnt draw in. textures on terrain/vechs/chars turn black when this happens.

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