Subject: Re: Missing textures on fan maps
Posted by StealthEye on Mon, 19 Sep 2011 01:03:30 GMT
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It should already do the latter. Maps should be able to use textures from stock maps, but not from other non-stock maps that also happen to be installed. There are a couple of reasons for this: performance, and security in case of the resource downloader. You don't want some server to download a skin and than use it whenever you go somewhere else.

Please see what texture it is on some map, and check if it's a stock texture. If so, it's a bug, otherwise, there's no proper fix other than fixing the map.