Subject: Re: Textures not showing up?
Posted by danpaul88 on Sat, 03 Nov 2012 10:41:51 GMT

As I understand it TTFS tries to de-duplicate things such as textures and models to reduce the amount of space required to store everything. I wonder if it's possible that you have named your texture the same as a different texture on another map that those players experiencing problems also have and the TTFS de-dup mechanism is somehow mistakenly tagging it as a duplicate... you would have to wait for someone with more in depth knowledge of TTFS to reply I think, but that's the only reason I can think that renaming the texture would help.