
Subject: limitation discovered with regard to textures
Posted by [jonwil](#) on Thu, 24 Aug 2006 05:44:59 GMT

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Basicly, when the game starts up for the first time (or if they have been deleted), it creates .thu files for each mix file (including always.dat and always2.dat). Each file contains information about textures including the width and height.

When the game loads a texture, if its in the thu file, it uses the width and height from there instead of from the texture file itself.

What this means is that if you have a texture in your renegade data folder with the same name as a texture in a mix file and the texture has a different size to the one in the mix file, you get texture errors/issues. The same may also happen if there is a change to the mix file where a texture inside changes size but the .thu file is not deleted so it can be regenrated with the new size.

Subject: Re: limitation discovered with regard to textures
Posted by [Halo38](#) on Fri, 25 Aug 2006 12:31:19 GMT

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interesting stuff JW

Subject: Re: limitation discovered with regard to textures
Posted by [Nightma12](#) on Fri, 25 Aug 2006 13:49:09 GMT

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why not include the .thu file with your map?

or would that cause mis-match problems?

Subject: Re: limitation discovered with regard to textures
Posted by [danpaul88](#) on Fri, 25 Aug 2006 14:48:52 GMT

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some people do include .thu files with their maps, but it means more to download (although afaik they are not that big, cant check atm as I am in Rome).

Subject: Re: limitation discovered with regard to textures
Posted by [Blazea58](#) on Sat, 26 Aug 2006 03:11:13 GMT

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The textures itself based on width and hight isn't the main problem, its when you have two very different textures but named the same where it can cause graphical errors ingame. My Rp2 map has hit nearly 900 textures, and i am sure some renegade maps may have the same named textures as other maps do which could result in one texture being replaced for another.

I personally dont think that the texture "size" has any role in this as i have replaced hundreds although of course the .Thu was deleted and regenerated each time.

I have noticed with these errors all it does is replaces the old texture with the one that its conflicting with. Other then that i don't think it can make a map itself corrupt.

Subject: Re: limitation discovered with regard to textures
Posted by [danpaul88](#) on Sat, 26 Aug 2006 15:20:41 GMT
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well one way to ensure your own maps never have collisions with other textures anywhere is to name them all like

mapname_tex001.dds
mapname_tex002.dds

or similar, but thats up to map authors to implement, and with large maps like rp2 it would be VERY time consuming to update all the names...

Subject: Re: limitation discovered with regard to textures
Posted by [vloktboky](#) on Sun, 27 Aug 2006 04:49:20 GMT
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If anyone is interested, I wrote a basic application that semi-successfully parses the THU files. I could not account for every piece of data contained in the THU files, but I have included the source code and a way to contact me in the readme.txt file contained within the download. Perhaps others may be able to finish interpreting what the missing elements mean, and a well-documented form of this file format can be made available for the betterment of others.

Here's the download link.

Subject: Re: limitation discovered with regard to textures
Posted by [YSLMuffins](#) on Sun, 27 Aug 2006 05:17:29 GMT
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Wow, this is a really fascinating find. Finally, a purpose to these mysterious files.

Subject: Re: limitation discovered with regard to textures
Posted by [vloktboky](#) on Sun, 27 Aug 2006 20:42:27 GMT
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Just a heads up. I have updated the download I gave above with a small tool that will parse a given directory for same-named textures and update any entries of them found in specified THU files with their updated sizes.
