Subject: Missing textures on fan maps
Posted by iRANian on Sun, 18 Sep 2011 22:57:39 GMT
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A lot of fan maps have at least one missing texture with 4.0. Could the loading code be reverted back to how it was before? Or could the loading code be changed so it checks whether the map is trying to load a texture from a stock map?

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.

Subject: Re: Missing textures on fan maps
Posted by iRANian on Mon, 19 Sep 2011 10:51:11 GMT
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Well I went thru 100 fan maps in the last week and around 80 or so of them have missing textures.

Subject: Re: Missing textures on fan maps
Posted by StealthEye on Mon, 19 Sep 2011 13:09:50 GMT
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Well, please investigate for one texture which one it is and whether it exists in a stock map and should be loaded from there, or if it's included in another map.