Subject: downloading maps and custom .ddb
Posted by robbyke on Wed, 16 May 2012 17:57:49 GMT
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could it be that using a server side custom.ddb forces some textures to be missing or special map features

i have tested nearly all maps in the public list and some were missing textures while me and some others played them

Could be missing more as i didnt thoroughly test the maps

Subject: Re: downloading maps and custom .ddb
Posted by Ethenal on Wed, 16 May 2012 18:25:48 GMT
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I have noticed that playing some fanmaps on 4.0 servers seem to cause missing textures. I don't have specifics or anything, I just remember the big WW symbols everywhere.