
Subject: Missing textures? A texture test map?
Posted by [JRPereira](#) on Tue, 24 Jan 2006 22:50:35 GMT
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As you probably already know, there's a lot of installs of renegade out there that are missing certain textures (mine included).

Does anyone have a list of the filenames for every texture in renegade?

If we could compile a list, would it not be useful to set up a test map that includes every texture used in renegade, so people can verify if they have the complete set?

Is there a utility available to verify that your renegade install is complete, with every texture that's meant to come with the game?

I've read once or twice so far (although I can't remember where) that there was a new installer for renegade that would bypass the GUI for computers that have problems using it. Is that installer more reliable than the normal one when it comes to verifying that the install is complete?

Subject: Re: Missing textures? A texture test map?
Posted by [Dr. Lithius](#) on Tue, 24 Jan 2006 23:06:55 GMT
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Ya know... This is an excellent idea. We should have some form of "test map" to test all the textures, if we're missing built-in textures on some maps. Admittedly, Assault is the first time I've heard of this happening, but still. Better to be safe than sorry.

Subject: Re: Missing textures? A texture test map?
Posted by [JRPereira](#) on Tue, 24 Jan 2006 23:14:41 GMT
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Dr. Lithius wrote on Tue, 24 January 2006 18:06Ya know... This is an excellent idea. We should have some form of "test map" to test all the textures, if we're missing built-in textures on some maps. Admittedly, Assault is the first time I've heard of this happening, but still. Better to be safe than sorry.

I can say with a lot of certainty that this problem has likely been around since Renegade first had that gui installer (if not earlier than that). When I reinstalled renegade on the laptop and desktop late last year, I confirmed with certainty that the base installs of renegade on both computers were missing textures - and they were each missing different textures.

For the record, my CD's are a tad scratched. I'm sure other people have simmilar problems with scratched CD's.

Subject: Re: Missing textures? A texture test map?
Posted by [jonwil](#) on Tue, 24 Jan 2006 23:31:43 GMT
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The easy way to test if your renegade is working is to connect to RenGuard.
RenGuard will tell you if any of your files are corrupt (e.g. always.dat, always2.dat).

Also, if you are having texture issues, try deleting the *.thu files in the renegade data folder.

Subject: Re: Missing textures? A texture test map?
Posted by [Dr. Lithius](#) on Wed, 25 Jan 2006 02:04:46 GMT
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jonwil wrote on Tue, 24 January 2006 16:31Also, if you are having texture issues, try deleting the *.thu files in the renegade data folder.
...well, don't I feel like an ass. God... I wish someone had mentioned this sooner.(And if they did, I personally invite them to kick me in the ass a couple of times for me not seeing it.)

Edit: I take that back. Killing all .THU files did nothing one way or the other.

Subject: Re: Missing textures? A texture test map?
Posted by [Titan1x77](#) on Wed, 25 Jan 2006 08:18:04 GMT
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All textures should be included in the always.dat and always2.dat,verify with RG like JW said.

worst case you could be missing m#.mix files which also have some textures in them.

Im willing to make a Titan1x77.mix with all textures i have forgotten to add to any of my previous maps.

I now test each map in an empty folder to make sure they are all there including all .w3ds i may need per map (such as the advanced humvee and ACK's guard towers)

I know of a few textures missing in some of my old maps.....they most likely were in some other .mix maps i had in my data folder, which many others may of not had.
