



v4.1.0 Content Pack Release Notes

September 19, 2024

Intro

We have remastered the vast majority (but not all) of the models and textures in the Donald's Dreamland zone. Additionally, we've gone back and finished what we started in v4.0.0 and remastered the models and textures for the Cashbot Vault. For remastered assets, the original Toontown Online textures are considered **deprecated**, but they remain in the phase files for the time being. Once we can confirm they are 100% unused, we plan to remove these textures from the phase files. This document exhaustively lists **all** files that were modified in this update, but as a general rule of thumb, Toontown Online textures were only touched as part of the remastering process. This means there should not be any major intentional changes to Toontown Online textures (but there may be minor single-pixel differences). In phases 9 through 12, Content Packs should only have to modify files starting with "ttr_" in their names. Please pardon our dust across phase 8 as we continue the remaster process.

Phase 8

Brand-New Textures

(Note: These are textures with no previous direct equivalent.)

phase_8/maps/ttr_t_ara_ddl_bearPlushie.jpg

phase_8/maps/ttr_t_ara_ddl_bearPlushie_shadow.jpg





phase_8/maps/ttr_t_ara_ddl_bedBlanket.jpg

phase_8/maps/ttr_t_ara_ddl_blockSideA.jpg

phase_8/maps/ttr_t_ara_ddl_blockSideB.jpg

phase_8/maps/ttr_t_ara_ddl_blockSideC.jpg

phase_8/maps/ttr_t_ara_ddl_hangingSocks.jpg

phase_8/maps/ttr_t_ara_ddl_weathervaneCat.jpg

phase_8/maps/ttr_t_ara_ddl_gagShop_windowSuppliesBackground.jpg

phase_8/maps/ttr_t_ara_ddl_landmarkA1_sideLower.jpg

phase_8/maps/ttr_t_ara_ddl_playgroundTunnel_details.jpg

phase_8/maps/ttr_t_ara_ddl_streetlight_bases.jpg

phase_8/maps/ttr_t_ara_ddl_streetlight_halloween_bases.jpg

phase_8/maps/ttr_t_ara_ddl_streetlight_winter_bases.jpg

phase_8/maps/ttr_t_ara_pty_partyGate_signBase.jpg

phase_8/maps/ttr_t_ara_ddl_bedPillow2.jpg

phase_8/maps/ttr_t_ara_ddl_tunnelTrim.jpg





Changed/Split-Off Textures

(Note: Several textures that were once shared game-wide have been split-off into a playground-specific variant for Donald's Dreamland. Eventually, each playground will have its own variant, but for now there's still the legacy versions and the Dreamland-specific versions. Additionally, several textures that were once part of a larger palette now have a dedicated texture file.)

(donalds_dreamland_common_palette_4amla_2):

phase_8/maps/ttr_t_ara_ddl_bedClouds.jpg
phase_8/maps/ttr_t_ara_ddl_bedClouds_edge.jpg
phase_8/maps/ttr_t_ara_ddl_doubleDoors_rounded.jpg
phase_8/maps/ttr_t_ara_ddl_landmarkC1_cookoo.jpg
phase_8/maps/ttr_t_ara_ddl_streetPond_clouds.jpg
phase_8/maps/ttr_t_ara_ddl_toonHQ_sign.jpg
phase_8/maps/ttr_t_prp_ddl_landmarkSign1.jpg
phase_8/maps/ttr_t_prp_ddl_landmarkSign2.jpg
phase_8/maps/ttr_t_prp_ddl_landmarkSign3.jpg

(donalds_dreamland_safezone_palette_3cmla_1):

phase_8/maps/ttr_t_ara_ddl_bedHeadboard_edge.jpg
phase_8/maps/ttr_t_ara_ddl_bedHeadboard_headHalf.jpg
phase_8/maps/ttr_t_ara_ddl_bedPillow2.jpg
phase_8/maps/ttr_t_ara_ddl_stairs.jpg

(donalds_dreamland_safezone_palette_4amla_1):

phase_8/maps/ttr_t_ara_ddl_bedHeadboard_post.jpg
phase_8/maps/ttr_t_ara_ddl_petShop_sign.jpg
phase_8/maps/ttr_t_prp_ddl_zzzTreasure.jpg
phase_8/maps/ttr_t_ara_pty_partyGate_signDDL.jpg

(patch2):

phase_8/maps/ttr_t_ara_ddl_bedPatch.jpg





(phase_5_palette_3cmla_2):

phase_8/maps/ttr_t_ara_ddl_boxFront.jpg

(box_side1):

phase_8/maps/ttr_t_ara_ddl_boxSide.jpg

(DL_brick_floor):

phase_8/maps/ttr_t_ara_ddl_brickFloor.jpg

(DL_bricks):

phase_8/maps/ttr_t_ara_ddl_brickWall.jpg

(trolley_palette_3cmla_2):

phase_8/maps/ttr_t_ara_ddl_clothesShopAwning.jpg

phase_8/maps/ttr_t_ara_ddl_clothesShopBelt.jpg

phase_8/maps/ttr_t_ara_ddl_clothesShopRoof.jpg

phase_8/maps/ttr_t_ara_ddl_petShop_portrait5.jpg

phase_8/maps/ttr_t_ara_ddl_petShop_portrait6.jpg

phase_8/maps/ttr_t_ara_ddl_trolleyStation_trolleyChairBottom.jpg

phase_8/maps/ttr_t_ara_ddl_trolleyStation_trolleyChassisSide.jpg

phase_8/maps/ttr_t_ara_ddl_trolleyStation_trolleySign.jpg

phase_8/maps/ttr_t_ara_ddl_trolleyStation_tunnelWall.jpg

(trolley_palette_3cmla_3):

phase_8/maps/ttr_t_ara_ddl_clothesShopButtonWindow.jpg

phase_8/maps/ttr_t_ara_ddl_clothesShopChimney.jpg

phase_8/maps/ttr_t_ara_ddl_petShop_portraitBoxes.jpg

phase_8/maps/ttr_t_ara_ddl_petShop_portraitRooms.jpg

phase_8/maps/ttr_t_ara_ddl_petShop_water.jpg

phase_8/maps/ttr_t_ara_ddl_petShop_waterSurface.jpg

phase_8/maps/ttr_t_ara_ddl_petShop_window.jpg

phase_8/maps/ttr_t_ara_ddl_trolleyStation_trolleyRoofBottom.jpg

phase_8/maps/ttr_t_ara_ddl_trolleyStation_trolleyRoofTop2.jpg





(trolley_palette_4amla_1):

phase_8/maps/ttr_t_ara_ddl_clothesShopCoat.jpg
phase_8/maps/ttr_t_ara_ddl_clothesShopHangerShirt.jpg
phase_8/maps/ttr_t_ara_ddl_clothesShopHangingShorts.jpg
phase_8/maps/ttr_t_ara_ddl_gagShop_chimneyHand.jpg
phase_8/maps/ttr_t_ara_ddl_petShop_hydrantGlass.jpg
phase_8/maps/ttr_t_ara_ddl_petShop_windowPanels.jpg
phase_8/maps/ttr_t_ara_pty_partyGate_clock.jpg

(phase_3.5_palette_4amla_2):

phase_8/maps/ttr_t_ara_ddl_clothesShopGlass.jpg
phase_8/maps/ttr_t_ara_ddl_window_small_curved3.jpg
phase_8/maps/ttr_t_ara_ddl_gagShop_bigWeightHole.jpg
phase_8/maps/ttr_t_ara_ddl_window_small_round3.jpg
phase_8/maps/ttr_t_ara_ddl_window_small_shuttered2.jpg

(trolley_palette_1lmla_1):

phase_8/maps/ttr_t_ara_ddl_clothesShopGlassFrames.jpg
phase_8/maps/ttr_t_ara_ddl_gagShop_cornices.jpg
phase_8/maps/ttr_t_ara_ddl_gagShop_roof.jpg
phase_8/maps/ttr_t_ara_ddl_petShop_hydrantNozzleSides.jpg
phase_8/maps/ttr_t_ara_ddl_petShop_hydrantNozzleTop.jpg

(trolley_palette_4amla_3):

phase_8/maps/ttr_t_ara_ddl_clothesShopMannequin.jpg
phase_8/maps/ttr_t_ara_ddl_gagShop_hook.jpg
phase_8/maps/ttr_t_ara_ddl_gagShop_rope1.jpg
phase_8/maps/ttr_t_ara_ddl_gagShop_rope2.jpg
phase_8/maps/ttr_t_ara_ddl_gagShop_chimneyBottom.jpg
phase_8/maps/ttr_t_ara_ddl_gagShop_chimneyTop.jpg
phase_8/maps/ttr_t_ara_ddl_trolleyStation_sign.jpg





(stair_bannister2):

phase_8/maps/ttr_t_ara_ddl_clothesShopStairBannister.jpg

(neighborhood_common_palette_3cmla_3):

phase_8/maps/ttr_t_ara_ddl_clothesShopStairSide1.jpg

phase_8/maps/ttr_t_ara_ddl_clothesShopStairSide2.jpg

(neighborhood_common_palette_3cmla_2):

phase_8/maps/ttr_t_ara_ddl_clothesShopStairSteps.jpg

phase_8/maps/ttr_t_ara_ddl_clothesShopStairWallNeutral.jpg

(trolley_palette_4amla_2):

phase_8/maps/ttr_t_ara_ddl_clothesShopTrim.jpg

phase_8/maps/ttr_t_ara_ddl_gagShop_awning.jpg

phase_8/maps/ttr_t_ara_ddl_gagShop_window.jpg

phase_8/maps/ttr_t_ara_ddl_gagShop_windowSupplies.jpg

phase_8/maps/ttr_t_ara_ddl_trolleyStation_fence.jpg

phase_8/maps/ttr_t_ara_ddl_trolleyStation_fenceBack.jpg

phase_8/maps/ttr_t_ara_ddl_trolleyStation_trolleyKey.jpg

phase_8/maps/ttr_t_ara_ddl_trolleyStation_trolleySurry.jpg

phase_8/maps/ttr_t_ara_ddl_trolleyStation_tunnelEntrance.jpg

(trolley_palette_3cmla_2 + trolley_palette_1lmla_2):

phase_8/maps/ttr_t_ara_ddl_clothesShopWalls.jpg

(wood_gray):

phase_8/maps/ttr_t_ara_ddl_clothesShopWood.jpg

(cobblestone_purple):

phase_8/maps/ttr_t_ara_ddl_cobblestoneFloor.jpg

phase_8/maps/ttr_t_ara_ddl_playgroundTunnel_cobblestone.jpg

phase_8/maps/ttr_t_ara_ddl_streetTunnel_cobblestone.jpg

phase_8/maps/ttr_t_ara_ddl_street_cobblestone.jpg

phase_8/maps/ttr_t_ara_ddl_neighborhoodTunnel_cobblestone.jpg





(wall-decals_palette_2tmla_1):

phase_8/maps/ttr_t_ara_ddl_cornices_brick.jpg
phase_8/maps/ttr_t_ara_ddl_cornices_curved.jpg
phase_8/maps/ttr_t_ara_ddl_cornices_marble.jpg
phase_8/maps/ttr_t_ara_ddl_cornices_stone.jpg

(wall-decals_palette_4amla_1):

phase_8/maps/ttr_t_ara_ddl_cornices_shingles.jpg
phase_8/maps/ttr_t_ara_ddl_window_small_square2.jpg

(phase_5_palette_4amla_2):

phase_8/maps/ttr_t_ara_ddl_donaldPuppet.jpg

(neighborhood_common_tutorial_palette_4amla_1):

phase_8/maps/ttr_t_ara_ddl_doubleDoors_curved.jpg
phase_8/maps/ttr_t_ara_ddl_doubleDoors_pillars.jpg
phase_8/maps/ttr_t_ara_ddl_doubleDoors_rounded2.jpg
phase_8/maps/ttr_t_ara_ddl_doubleDoors_squared.jpg

(wall_fence_wood):

phase_8/maps/ttr_t_ara_ddl_fenceWood.jpg
phase_8/maps/ttr_t_ara_ddl_streetPond_fence.jpg
phase_8/maps/ttr_t_ara_ddl_walls_fenceWood.jpg

(awning_edge):

phase_8/maps/ttr_t_ara_ddl_gagShop_awningEdge.jpg
phase_8/maps/ttr_t_ara_ddl_trolleyStation_awningEdge.jpg





(phase_3.5_palette_3cmla_3):

phase_8/maps/ttr_t_ara_ddl_gagShop_barrel.jpg

phase_8/maps/ttr_t_ara_ddl_gagShop_barrelTop.jpg

phase_8/maps/ttr_t_prp_ddl_cellarDoor.jpg

(phase_4_palette_3cmla_7 + phase_4_palette_3cmla_6):

phase_8/maps/ttr_t_ara_ddl_gagShop_bigWeight.jpg

(GS_box_bot):

phase_8/maps/ttr_t_ara_ddl_gagShop_boxBottom.jpg

(phase_3.5_palette_3cmla_1):

phase_8/maps/ttr_t_ara_ddl_gagShop_boxFront.jpg

phase_8/maps/ttr_t_ara_ddl_gagShop_boxTop.jpg

phase_8/maps/ttr_t_ara_ddl_gagShop_woodBoard.jpg

phase_8/maps/ttr_t_ara_ddl_streetTunnel_half.jpg

(phase_3.5_palette_3cmla_2):

phase_8/maps/ttr_t_ara_ddl_gagShop_boxSide.jpg

phase_8/maps/ttr_t_ara_ddl_playgroundTunnel_ceiling.jpg

phase_8/maps/ttr_t_ara_ddl_playgroundTunnel_half.jpg

phase_8/maps/ttr_t_ara_ddl_streetTunnel_ceiling.jpg

phase_8/maps/ttr_t_ara_ddl_treebox_dirt.jpg

phase_8/maps/ttr_t_ara_ddl_walls_blankMedium.jpg

phase_8/maps/ttr_t_ara_ddl_walls_bricks.jpg

phase_8/maps/ttr_t_ara_ddl_walls_bricksLarge.jpg

(phase_3.5_palette_4amla_1):

phase_8/maps/ttr_t_ara_ddl_gagShop_fireworks.jpg

phase_8/maps/ttr_t_ara_ddl_window_porthole.jpg

(GS_frontNeutral):

phase_8/maps/ttr_t_ara_ddl_gagShop_front.jpg





(phase_4_palette_3cmla_7 + phase_4_palette_3cmla_4):
phase_8/maps/ttr_t_ara_ddl_gagShop_hangingSafe.jpg

(trolley_palette_1lmla_2):
phase_8/maps/ttr_t_ara_ddl_gagShop_roofHat.jpg
phase_8/maps/ttr_t_ara_ddl_petShop_hydrantBase.jpg
phase_8/maps/ttr_t_ara_ddl_petShop_hydrantTopNub.jpg

(GS_sideNeutral):
phase_8/maps/ttr_t_ara_ddl_gagShop_side.jpg

(GS_sign):
phase_8/maps/ttr_t_ara_ddl_gagShop_sign.jpg

(trolley_palette_2tmla_1):
phase_8/maps/ttr_t_ara_ddl_gagShop_windowFrames.jpg

(donalds_dreamland_streets_palette_3cmla_1):
phase_8/maps/ttr_t_ara_ddl_hydrant.jpg
phase_8/maps/ttr_t_ara_ddl_landmarkA1_front.jpg
phase_8/maps/ttr_t_ara_ddl_landmarkB1_sideMoldingLower.jpg





(donalds_dreamland_common_palette_4amla_3):

phase_8/maps/ttr_t_ara_ddl_landmarkA1_chimney.jpg
phase_8/maps/ttr_t_ara_ddl_landmarkA1_window.jpg
phase_8/maps/ttr_t_ara_ddl_landmarkB1_window.jpg
phase_8/maps/ttr_t_ara_ddl_landmarkC1_goldClockPart.jpg
phase_8/maps/ttr_t_ara_ddl_landmarkC1_window.jpg
phase_8/maps/ttr_t_ara_ddl_window_medium_curved1.jpg
phase_8/maps/ttr_t_ara_ddl_window_medium_curved2.jpg
phase_8/maps/ttr_t_ara_ddl_window_small_curved1.jpg
phase_8/maps/ttr_t_ara_ddl_window_small_curved2.jpg
phase_8/maps/ttr_t_ara_ddl_window_small_round1.jpg
phase_8/maps/ttr_t_ara_ddl_window_small_round2.jpg
phase_8/maps/ttr_t_ara_ddl_window_small_shuttered.jpg
phase_8/maps/ttr_t_ara_ddl_window_small_square.jpg
phase_8/maps/ttr_t_prp_ddl_landmarkSign4.jpg

(donalds_dreamland_common_palette_3cmla_3):

phase_8/maps/ttr_t_ara_ddl_landmarkA1_moldingTop.jpg
phase_8/maps/ttr_t_ara_ddl_landmarkB1_sideMoldingTop.jpg
phase_8/maps/ttr_t_ara_ddl_landmarkB1_sideTop.jpg
phase_8/maps/ttr_t_ara_ddl_landmarkC1_sideBottom.jpg
phase_8/maps/ttr_t_ara_ddl_landmarkC1_sideMiddle.jpg
phase_8/maps/ttr_t_ara_ddl_toonHQ_doorsFrame.jpg
phase_8/maps/ttr_t_ara_ddl_toonHQ_head.jpg
phase_8/maps/ttr_t_ara_ddl_toonHQ_headBack.jpg
phase_8/maps/ttr_t_ara_ddl_toonHQ_headSide.jpg
phase_8/maps/ttr_t_ara_ddl_toonHQ_side.jpg





(donalds_dreamland_common_palette_3cmla_2):

phase_8/maps/ttr_t_ara_ddl_landmarkA1_sideTop.jpg
phase_8/maps/ttr_t_ara_ddl_landmarkB1_sideLower.jpg
phase_8/maps/ttr_t_ara_ddl_landmarkC1_roofSideEdge.jpg
phase_8/maps/ttr_t_ara_ddl_landmarkC1_sideMoldingBottom.jpg
phase_8/maps/ttr_t_ara_ddl_landmarkC1_sideMoldingTop.jpg
phase_8/maps/ttr_t_ara_ddl_landmarkE1_front.jpg
phase_8/maps/ttr_t_ara_ddl_landmarkE1_side.jpg
phase_8/maps/ttr_t_ara_ddl_pondMoon.jpg
phase_8/maps/ttr_t_ara_ddl_streetPond_moon.jpg
phase_8/maps/ttr_t_ara_ddl_streetPond_water.jpg
phase_8/maps/ttr_t_ara_ddl_toonHQ_doors.jpg
phase_8/maps/ttr_t_ara_ddl_toonHQ_nightcap.jpg
phase_8/maps/ttr_t_ara_ddl_toonHQ_nightcapBall.jpg

(donalds_dreamland_common_palette_4amla_1):

phase_8/maps/ttr_t_ara_ddl_landmarkB1_front.jpg
phase_8/maps/ttr_t_ara_ddl_landmarkC1_front.jpg
phase_8/maps/ttr_t_ara_ddl_streetPond_weathervaneCat.jpg
phase_8/maps/ttr_t_ara_ddl_streetlight_style1.jpg
phase_8/maps/ttr_t_ara_ddl_streetlight_style2.jpg
phase_8/maps/ttr_t_ara_ddl_weathervaneCat_playground.jpg

(donalds_dreamland_common_palette_3cmla_1):

phase_8/maps/ttr_t_ara_ddl_landmarkC1_cookooLedge.jpg
phase_8/maps/ttr_t_ara_ddl_landmarkC1_sideTop.jpg
phase_8/maps/ttr_t_ara_ddl_landmarkD1_front.jpg
phase_8/maps/ttr_t_ara_ddl_landmarkD1_side.jpg
phase_8/maps/ttr_t_ara_ddl_landmarkE1_top.jpg
phase_8/maps/ttr_t_ara_ddl_pondWater.jpg
phase_8/maps/ttr_t_ara_ddl_toonHQ_balcony.jpg
phase_8/maps/ttr_t_ara_ddl_toonHQ_front.jpg





(phase_8_palette_3cmla_1):

phase_8/maps/ttr_t_ara_ddl_landmarkC1_roof.jpg

(toontown_central_streets_palette_4amla_1):

phase_8/maps/ttr_t_ara_ddl_lowFence_ironbar.jpg

(toontown_central_streets_palette_3cmla_3):

phase_8/maps/ttr_t_ara_ddl_lowFence_stuccobrick.jpg

phase_8/maps/ttr_t_ara_ddl_lowFence_wallbrick.jpg

phase_8/maps/ttr_t_prp_ddl_diner_base.jpg

phase_8/maps/ttr_t_prp_ddl_trashcanStatic_base.jpg

(toontown_central_streets_palette_3cmla_4):

phase_8/maps/ttr_t_ara_ddl_lowFence_wallbrickTrim.jpg

(neighborhood_streets_common_palette_3cmla_1*,

neighborhood_streets_common_palette_3cmla_2*)

phase_8/maps/ttr_t_ara_ddl_neighborhoodTunnel.jpg

(tunnel_n_ceiling*):

phase_8/maps/ttr_t_ara_ddl_neighborhoodTunnel_ceiling.jpg

(tt_t_ara_ddl_mailbox):

phase_8/maps/ttr_t_ara_ddl_mailbox.jpg

(neighborhood_streets_common_palette_3cmla_2*):

phase_8/maps/ttr_t_ara_ddl_neighborhoodTunnel_roof.jpg

(nightsky):

phase_8/maps/ttr_t_ara_ddl_nightSkybox.jpg

(nightskytop):

phase_8/maps/ttr_t_ara_ddl_nightSkybox_top.jpg

(trolley_palette_3cmla_1):

phase_8/maps/ttr_t_ara_ddl_petShop_portrait1.jpg





phase_8/maps/ttr_t_ara_ddl_petShop_portrait2.jpg

phase_8/maps/ttr_t_ara_ddl_petShop_portrait3.jpg

phase_8/maps/ttr_t_ara_ddl_petShop_portrait4.jpg

(phase_4_palette_4amla_3):

phase_8/maps/ttr_t_ara_ddl_petShop_underwaterKelp.jpg

phase_8/maps/ttr_t_ara_ddl_trolleyStation_trolleyGrill.jpg

phase_8/maps/ttr_t_ara_ddl_trolleyStation_trolleyWheel.jpg

(tunnel_interior):

phase_8/maps/ttr_t_ara_ddl_playgroundTunnel_interior.jpg

phase_8/maps/ttr_t_ara_ddl_streetTunnel_interior.jpg

(tunnel_side):

phase_8/maps/ttr_t_ara_ddl_playgroundTunnel_side.jpg

(sign_dreamland):

phase_8/maps/ttr_t_ara_ddl_signDonaldsDreamland.jpg

(gamegui_palette_1lmla_1*):

phase_8/maps/ttr_t_ara_ddl_signDonaldsDreamland_base.jpg

phase_8/maps/ttr_t_prp_ddl_signCashbotHQ_base.jpg

phase_8/maps/ttr_t_prp_ddl_signMinniesMelodyland_base.jpg

(gamegui_palette_2tmla_1):

phase_8/maps/ttr_t_ara_pty_partyGate_signHandDDL.jpg

phase_8/maps/ttr_t_prp_ddl_signCashbotHQ_hand.jpg

phase_8/maps/ttr_t_prp_ddl_signMinniesMelodyland_hand.jpg

phase_8/maps/ttr_t_ara_ddl_signDonaldsDreamland_hand.jpg

(neighborhood_common_tutorial_palette_4amla_2):

phase_8/maps/ttr_t_ara_ddl_singleDoor_frenchGlass.jpg





(phase_6_palette_3cmla_2):

phase_8/maps/ttr_t_ara_ddl_smokeStack.jpg

phase_8/maps/ttr_t_ara_ddl_tunnelBar.jpg

phase_8/maps/ttr_t_ara_ddl_tunnelBasesBolt.jpg

phase_8/maps/ttr_t_ara_ddl_tunnelPillar.jpg

phase_8/maps/ttr_t_ara_ddl_tunnelWallBottom.jpg

phase_8/maps/ttr_t_ara_ddl_tunnelWallTop.jpg

(brick_floor_Ncont_purple):

phase_8/maps/ttr_t_ara_ddl_streetPond_brickFloor.jpg

(curb_purple_even):

phase_8/maps/ttr_t_ara_ddl_street_curb.jpg

(sidewalk_4cont_purple):

phase_8/maps/ttr_t_ara_ddl_street_sidewalk.jpg

(halloween_donalds_dreamland_streets_palette_4amla_1):

phase_8/maps/ttr_t_ara_ddl_streetlight_halloween_mummy.jpg

phase_8/maps/ttr_t_ara_ddl_tree_halloween_willow_1.jpg

(halloween_common_palette_4amla_1):

phase_8/maps/ttr_t_ara_ddl_streetlight_halloween_pumpkin.jpg

phase_8/maps/ttr_t_ara_ddl_tree_halloween_willow_2.jpg

(tt_t_ara_DL_streetlight_halloween_witch):

phase_8/maps/ttr_t_ara_ddl_streetlight_halloween_witch.jpg

(winter_donalds_dreamland_streets_palette_4amla_1):

phase_8/maps/ttr_t_ara_ddl_streetlight_winter_style1.jpg

phase_8/maps/ttr_t_ara_ddl_streetlight_winter_style2.jpg

(gamegui_palette_3cmla_2):

phase_8/maps/ttr_t_ara_ddl_toonHQ_light.jpg





(hq_gray):

phase_8/maps/ttr_t_ara_ddl_toonHQ_metalParts.jpg

(hqDL_rope):

phase_8/maps/ttr_t_ara_ddl_toonHQ_rope.jpg

(hq_speaker_end):

phase_8/maps/ttr_t_ara_ddl_toonHQ_speakerEnd.jpg

(hq_speaker_in):

phase_8/maps/ttr_t_ara_ddl_toonHQ_speakerIn.jpg

(gamegui_palette_3cmla_1):

phase_8/maps/ttr_t_ara_ddl_toonHQ_topWoodFront.jpg

phase_8/maps/ttr_t_ara_ddl_toonHQ_topWoodSide.jpg

(gamegui_palette_4amla_1):

phase_8/maps/ttr_t_ara_ddl_toonHQ_towerBase.jpg

phase_8/maps/ttr_t_ara_ddl_toonHQ_towerTop.jpg

(tt_t_ara_ddl_trashcan):

phase_8/maps/ttr_t_ara_ddl_trashcan.jpg

(donalds_dreamland_streets_palette_4amla_1):

phase_8/maps/ttr_t_ara_ddl_tree_willow.jpg

phase_8/maps/ttr_t_prp_ddl_propFlats_bikeOwl.jpg

phase_8/maps/ttr_t_prp_ddl_propFlats_pillows.jpg

(winter_donalds_dreamland_streets_palette_4amla_2):

phase_8/maps/ttr_t_ara_ddl_tree_winter_willow_1.jpg

phase_8/maps/ttr_t_ara_ddl_tree_winter_willow_2.jpg





(phase_3.5_palette_1mla_1):

phase_8/maps/ttr_t_ara_ddl_treebox_sideBreaks.jpg

(awning):

phase_8/maps/ttr_t_ara_ddl_trolleyStation_awning.jpg

(ts_ground):

phase_8/maps/ttr_t_ara_ddl_trolleyStation_floorWood.jpg

(rail1):

phase_8/maps/ttr_t_ara_ddl_trolleyStation_rail.jpg

(phase_4_palette_3cmla_2):

phase_8/maps/ttr_t_ara_ddl_trolleyStation_trolleyBodyreturn.jpg

phase_8/maps/ttr_t_ara_ddl_trolleyStation_trolleyPattern1.jpg

phase_8/maps/ttr_t_ara_ddl_trolleyStation_trolleyRoofTop.jpg

phase_8/maps/ttr_t_prp_ddl_mickeyOnHorse_base.jpg

(phase_4_palette_3cmla_7):

phase_8/maps/ttr_t_ara_ddl_trolleyStation_trolleyBumperear.jpg

(phase_4_palette_3cmla_4):

phase_8/maps/ttr_t_ara_ddl_trolleyStation_trolleyHeadlight.jpg

phase_8/maps/ttr_t_prp_ddl_crate.jpg

(phase_4_palette_3cmla_3):

phase_8/maps/ttr_t_ara_ddl_trolleyStation_trolleyKeyface.jpg

phase_8/maps/ttr_t_ara_ddl_trolleyStation_trolleyWood.jpg

(phase_4_palette_3cmla_1):

phase_8/maps/ttr_t_ara_ddl_trolleyStation_trolleyKnobs.jpg

phase_8/maps/ttr_t_ara_ddl_trolleyStation_trolleyLightside.jpg

phase_8/maps/ttr_t_ara_ddl_trolleyStation_wheelReturn.jpg

phase_8/maps/ttr_t_ara_ddl_trolleyStation_yellow2.jpg





(phase_4_palette_3cmla_5):

phase_8/maps/ttr_t_ara_ddl_trolleyStation_trolleyPattern2.jpg

(yellow1): phase_8/maps/ttr_t_ara_ddl_trolleyStation_yellow1.jpg

(phase_6_palette_3cmla_3):

phase_8/maps/ttr_t_ara_ddl_tunnelBases.jpg

phase_8/maps/ttr_t_ara_ddl_tunnelMantle.jpg

(floor): phase_8/maps/ttr_t_ara_ddl_tunnelFloor.jpg

(phase_6_palette_3cmla_1):

phase_8/maps/ttr_t_ara_ddl_tunnelGear.jpg

phase_8/maps/ttr_t_ara_ddl_tunnelInside.jpg

(wall2): phase_8/maps/ttr_t_ara_ddl_tunnelWall.jpg

(walls_palette_3cmla_1):

phase_8/maps/ttr_t_ara_ddl_walls_bricksMedium.jpg

phase_8/maps/ttr_t_ara_ddl_walls_dentalMedium.jpg

(HeadFactoryBeams1): phase_8/maps/ttr_t_ara_ddl_waterTower_beams.jpg

(pipe): phase_8/maps/ttr_t_ara_ddl_waterTower_pipe.jpg

(cogHQ_phase_6_palette_3cmla_1):

phase_8/maps/ttr_t_ara_ddl_waterTower_topBase.jpg

phase_8/maps/ttr_t_ara_ddl_waterTower_topBaseRailing.jpg

(PartyGate_Dreamland_DIFFUSE1):

phase_8/maps/ttr_t_ara_pty_partyGate_arms.jpg

(PartyGate_Dreamland_DIFFUSE3):

phase_8/maps/ttr_t_ara_pty_partyGate_floorEntry.jpg

(PartyGate_Dreamland_DIFFUSE2):

phase_8/maps/ttr_t_ara_pty_partyGate_hat.jpg





(toontown_central_streets_palette_4amla_2):
phase_8/maps/ttr_t_prp_ddl_billboardAd.jpg
phase_8/maps/ttr_t_prp_ddl_diner_sign.jpg
phase_8/maps/ttr_t_prp_ddl_stovepipe.jpg
phase_8/maps/ttr_t_prp_ddl_trashcanStatic_handle.jpg

(toontown_central_streets_palette_4amla_2,
toontown_central_streets_palette_4amla_3):
phase_8/maps/ttr_t_prp_ddl_chimneys.jpg

(neighborhood_common_palette_4amla_2):
phase_8/maps/ttr_t_prp_ddl_donaldTunnellcon.jpg
phase_8/maps/ttr_t_prp_ddl_signCashbotHQ.jpg

(tunnel_sign_orange): phase_8/maps/ttr_t_prp_ddl_landmarkSign5.jpg

(tunnel_sign_green): phase_8/maps/ttr_t_prp_ddl_landmarkSign6.jpg

(tunnel_sign_blue): phase_8/maps/ttr_t_prp_ddl_landmarkSign7.jpg

(tunnel_sign_magenta): phase_8/maps/ttr_t_prp_ddl_tunnelSign_magenta.jpg

(tunnel_sign_purple): phase_8/maps/ttr_t_prp_ddl_tunnelSign_purple.jpg

(toontown_central_common_palette_4amla_1):
phase_8/maps/ttr_t_prp_ddl_marquee.jpg

(new_marquee): phase_8/maps/ttr_t_prp_ddl_marquee_bottom.jpg

(mickeyOnHors): phase_8/maps/ttr_t_prp_ddl_mickeyOnHorse_statue.jpg

(neighborhood_common_palette_4amla_3):
phase_8/maps/ttr_t_prp_ddl_minnieTunnellcon.jpg

(phase_4_palette_3cmla_1, phase_4_palette_3cmla_2):
phase_8/maps/ttr_t_prp_ddl_piers.jpg





(toontown_central_streets_palette_4amla_3):
phase_8/maps/ttr_t_prp_ddl_roofAccess.jpg

(sign_minnies_melodyland): phase_8/maps/ttr_t_prp_ddl_signMinniesMelodyland.jpg

(estate_palette_4amla_2): phase_8/maps/ttr_t_prp_ddl_softClouds.jpg

Obsolete Textures

(Note: These are textures that are effectively un-used, and will be removed from the game at a later date. If a texture isn't in this list, it's probably still being used elsewhere in the game.)

phase_8/maps/DL_brick_floor.jpg

phase_8/maps/DL_bricks.jpg

phase_8/maps/DL_light_base1.jpg

phase_8/maps/PartyGate_Dreamland_DIFFUSE1.jpg

phase_8/maps/PartyGate_Dreamland_DIFFUSE2.jpg

phase_8/maps/PartyGate_Dreamland_DIFFUSE3.jpg

phase_8/maps/brick_floor_Ncont_purple.jpg

phase_8/maps/donalds_dreamland_common_palette_3cmla_1.jpg

phase_8/maps/donalds_dreamland_common_palette_3cmla_2.jpg

phase_8/maps/donalds_dreamland_common_palette_3cmla_3.jpg





phase_8/maps/donalds_dreamland_common_palette_4amla_1.jpg

phase_8/maps/donalds_dreamland_common_palette_4amla_2.jpg

phase_8/maps/donalds_dreamland_common_palette_4amla_3.jpg

phase_8/maps/donalds_dreamland_safezone_palette_3cmla_1.jpg

phase_8/maps/donalds_dreamland_safezone_palette_4amla_1.jpg

phase_8/maps/halloween_donalds_dreamland_streets_palette_4amla_1.jpg

phase_8/maps/nightsky.jpg

phase_8/maps/nightskytop.jpg

phase_8/maps/patch2.jpg

phase_8/maps/tt_t_ara_DL_streetlight_halloween_witch.jpg

phase_8/maps/tt_t_ara_ddl_mailbox.jpg

phase_8/maps/tt_t_ara_ddl_trashcan.jpg

phase_8/maps/winter_donalds_dreamland_streets_palette_4amla_1.jpg

phase_8/maps/winter_donalds_dreamland_streets_palette_4amla_2.jpg





Phase 10

Changed/Split-Off Textures

(Note: As with Donald's Dreamland, several textures that were once part of a larger palette now have a dedicated texture file. Additionally, if a texture was re-used from an earlier phase, it also got split off into a separate file within Phase 10.)

(CBMintBigBlocks):

phase_10/maps/ttr_t_ara_chq_bgBld_top.jpg

(cashbotHQ_palette_3cmla_1):

phase_10/maps/ttr_t_ara_chq_cashSafe.jpg

phase_10/maps/ttr_t_ara_chq_bossMidVault_floorLine.jpg

(CBWallVaultedge):

phase_10/maps/ttr_t_ara_chq_bossEndVault_boltEdge.jpg

(cashbotHQExt_palette_1lmla_1):

phase_10/maps/ttr_t_ara_chq_lobbyColumnsMiddle.jpg

(cashbotHQExt_palette_4aml_a_2):

phase_10/maps/ttr_t_ara_chq_cashLogo.jpg

(Marble3, LocomotiveSide5, CBMetalCrate, phase_5_palette_4aml_a_1):

phase_10/maps/ttr_t_ara_chq_bossElevator.jpg

(phase_10_palette_3cmla_1):

phase_10/maps/ttr_t_ara_chq_bossVaultLobby_wallSegment.jpg





(cashbotHQExt_palette_3cmla_3):

phase_10/maps/ttr_t_ara_chq_lobbyColumnsBase.jpg

phase_10/maps/ttr_t_ara_chq_bossEndVault_redSquares.jpg

phase_10/maps/ttr_t_ara_chq_bossVaultLobby_marbleFloorDark.jpg

phase_10/maps/ttr_t_ara_chq_bossEndVault_ceiling.jpg

phase_10/maps/ttr_t_ara_chq_bossVaultLobby_elevatorFrameFloor.jpg

(CashBotWindows1a):

phase_10/maps/ttr_t_ara_chq_bossVaultLobby_WindowsSqr.jpg

(CBStationLightTubes):

phase_10/maps/ttr_t_ara_chq_bossVaultLobby_lightTubes.jpg

phase_10/maps/ttr_t_ara_chq_bossVault_lightTubes.jpg

(cashbotHQ_palette_4amla_1):

phase_10/maps/ttr_t_ara_chq_bossEndVault_wallVault.jpg

phase_10/maps/ttr_t_ara_chq_bossEndVault_wallVault_wheel.jpg

(CFOCeiling2):

phase_10/maps/ttr_t_ara_chq_bossMidVault_ceiling.jpg

phase_10/maps/ttr_t_ara_chq_bossMidVault_floor.jpg

phase_10/maps/ttr_t_ara_chq_bossVaultLobby_ceiling.jpg

(cashbotHQExt_palette_4amla_1):

phase_10/maps/ttr_t_ara_chq_extSkybox.jpg

phase_10/maps/ttr_t_ara_chq_bossVaultLobby_WindowsBigArch.jpg

(cashbotHQExt_palette_3cmla_1):

phase_10/maps/ttr_t_ara_chq_bgBld2.jpg

phase_10/maps/ttr_t_ara_chq_bgBld1.jpg

(Marble3):

phase_10/maps/ttr_t_ara_chq_bossVaultLobby_marbleFloor.jpg





(phase_5_palette_4amla_1):

phase_10/maps/ttr_t_ara_chq_bossMidVault_circularLight.jpg

(CBTopLights):

phase_10/maps/ttr_t_ara_chq_bossVaultLobby_floorLights1.jpg

phase_10/maps/ttr_t_ara_chq_bossVaultLobby_marbleTopLights.jpg

phase_10/maps/ttr_t_ara_chq_bossVaultLobby_floorLights2.jpg

(StoneSquares):

phase_10/maps/ttr_t_ara_chq_bossVault_stoneSquares.jpg

phase_10/maps/ttr_t_ara_chq_bossEndVault_floor.jpg

(CBWallsCement):

phase_10/maps/ttr_t_ara_chq_bossEndVault_walls.jpg

(LocomotiveSide5):

phase_10/maps/ttr_t_ara_chq_bossMidVault_elevatorFrame.jpg

(RollUpDoors):

phase_10/maps/ttr_t_ara_chq_bossVault_rollUpDoors.jpg

(CBMetalCrate):

phase_10/maps/ttr_t_ara_chq_cashMetalCrate.jpg

(LargeStoneBlocksLtEdge):

phase_10/maps/ttr_t_ara_chq_bossMidVault_largeStoneBlocksLtEdge.jpg

phase_10/maps/ttr_t_ara_chq_bossVaultLobby_LargeStoneBlocksLtEdge.jpg

(floor1):

phase_10/maps/ttr_t_ara_chq_bossMidVault_elevatorFrameFloor.jpg

