Refresh Textures and Patterns 0.1

Newly added textures and patterns may not show up without either restarting PSP or in some other way invalidating the caches first. This script does the latter (thanks to Joe Fromm for the code). Run this script after adding textures or patterns.

Installation instructions:

[Download the script](#). Place the script in your Scripts-Restricted folder.

To Run:

Open or create a new image. Select the Refresh Textures and Patterns script in the scripts list and press play.

Change history:

Changes in 0.1 (03/20/03):

- Original version.