

The diffuse map automatically gets replaced when the Refresh Face Tools button is pressed.

Cause: When ZBrush saves a file, only the applied texture map is stored. Upon reloading the project, the stored texture map may no longer match the intended texture, giving the appearance that it has been replaced.

Solution: Make sure the intended texture map is applied before saving the ZBrush file.

Reallusion FAQ

<https://kb.reallusion.com/Product/53157/The-diffuse-map-automatically-gets-replaced-when-the-Refresh->