

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->