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Subject: Custom Textures - need info...

Posted by [Anonymous](#) on Mon, 10 Feb 2003 10:49:00 GMT

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The size of texture you use should be based on its importance. I use 60x60 size textures for small objects. Ensure that the texture is large enough to still look ok when stretched if you don't want it tiled much. They don't have to be square shaped but each side must be a factor of 8. You should resize the image so that you have both sides as a factor of 8 so that it works. RTCW uses mainly 512x512 sized textures whilst some older games use much smaller 60x60 ones. Just remember that using higher resolution textures will reduce your fps somewhat.

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