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Subject: Custom Textures - need info...

Posted by [Anonymous](#) on Mon, 10 Feb 2003 09:28:00 GMT

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Traditionally, textures should be a factor of 8.i.e. 8x8, 8x16, 16x16, 256x128 etc etc Try to stick to 8, 16, 32, 64, 128 and 256

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