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Subject: Custom Textures - need info...

Posted by [Anonymous](#) on Mon, 10 Feb 2003 09:26:00 GMT

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Anybody have knowledge of the standard size a tga texture needs to be to play nice in the mod tools? I know you can use 32/24 bit textures - but i'm unclear on the dimensions. One i tried (144X144) wouldnt play in Commando - in fact - it said to make it 256X256. I have looked at the textures Westwood gave us - but i would like more info. so if you know -- please post...thanks.

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