

---

Subject: Re: post your ground textures.

Posted by [Blazea58](#) on Sun, 04 Feb 2007 01:41:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Those texture replacements make renegade look like utter shit i hate to say it, the grass textures don't look real, and they tile horribly. I don't tinker around with the textures in ren because it already looks fine given you just run with AA and high detail. I like theme, and that ruins it completely, with red bricks on one wall, then suddenly bright green grass, and other textures that don't fit together at all.

Then you wonder why your fps is so low ingame, every texture replacement you add has to be loaded so eventually you just get a huge slowdown in performance with that many skins.

I wouldn't mind it so much if they actually made the unwraps on buildings look better, "Not worse!" in this case the textures tile together horribly and it doesn't give it a very appealing look.

If your going to replace textures in my opinion there is no point using lower resolution and more pixelated textures then they already are.

Here is an example from a 2048x2048 texture i made previously, higher detail the better in my opinion.