

---

Subject: Re: A note to all of renegade's texture designers

Posted by [jonwil](#) on Tue, 29 Apr 2008 03:04:12 GMT

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

---

The upper limit of how big textures can get (and how many you can have at once) is video-card dependent, renegade itself has no hardcoded limits that I have seen.

For best results on all video cards, use only square textures where the width and height are a power of 2.

---