
Subject: Re: A note to all of renegade's texture designers
Posted by [Jerad2142](#) on Tue, 29 Apr 2008 13:27:06 GMT

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jonwil wrote on Mon, 28 April 2008 21:04The 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.

I was assuming there was a limit, why else would they have broken the load screens into 4 pieces.
