
Subject: Re: A note to all of renegade's texture designers
Posted by [Sn1per74*](#) on Tue, 29 Apr 2008 14:46:44 GMT

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Blazea58 wrote on Mon, 28 April 2008 20:41Wrong lol, i have already tested and made a mix using two 2048x2048 textures. Sure the textures are still blurry but thats because its not alpha blended or anything. May have seen it before but just to show that its not just from level edit. Each texture is around 12mb so they also come at a cost of huge filesizes. Anything over 2048 however has crashed even level edit for me.

Dang dude... what map is that?
