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

Posted by [u6795](#) on Tue, 29 Apr 2008 22:16:34 GMT

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Sn1per74\* wrote on Tue, 29 April 2008 10:46Blazea58 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.

[img]<http://i175.photobucket.com/albums/w125/Blaze558/Game2008-04-0622-58-50-54.jpg>

Dang dude... what map is that?

Not sure what he's calling the map, but I remember a long time ago he posted about having the satellite images of a large swathe of land on mars, so that's probably the results.

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