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Subject: Re: New Launcher

Posted by [danpaul88](#) on Sun, 21 Dec 2008 11:27:53 GMT

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Try doubling the size of the texture (ie 256x256 -> 512x512) and make sure to stretch the original to fit the new texture and use that, you should find it lines up perfectly with the original. This is because texture coordinates treat the texture image as a box going from 0,0 to 0,1, so you can always double / halve the size of any texture and it should still fit properly.

Once you have checked it works then you have a nice new larger texture map for the SSM launcher.

EDIT: You probably need to delete any .thu files you have first

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