Subject: Re: High res textures
Posted by Spyder on Fri, 16 Jan 2009 07:14:35 GMT
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Saberhawk wrote on Thu, 15 January 2009 22:15Nero wrote on Thu, 15 January 2009 13:50Hey everyone,

I was just trying something a short while ago. I wanted to see if Renegade supports High-Res textures like 1024x1024 and bigger. Unfortunately, when I replace the original textures with the high-res ones, Renegade either displays black textures or it will crash.

Then I asked Di3HardNL about it. He didn't seem to know anything about it either, but he said: 'Maybe you can change Renegade's texture settings in an .INI file or something.'

My question, does Renegade support textures this big. Else, how can I possibly fix this problem (I think Renegade should be able to support high-res textures).

BTW: I think Saberhawk might know the answer xD

You totally think right!

Texture size is limited by two things in Renegade. First is the maximum texture resolution supported by your video card. For most video cards, 2048x2048 is a safe best. That limitation however is done by your hardware and *not* Renegade. This brings us to limit #2, Renegade's texture loader. It's a two part loader. You have the thumbnail manager system (aka .thu files) which holds a "thumbnail" of the texture and relevant information such as the texture format and dimensions. Renegade loads the thu files every game start and makes attempts at updating it from what it can see. However, it tends to fetch that information from textures inside always.dat and the mix files. When it tries to load a texture and finds a loose file in the data folder which has a different size and/or format goes "Oh shit!" and simply aborts texture loading rather than try to fix things. The texture loader also doesn't understand texture formats other than DXT1-5 for dds files and downconverts all tga textures to 16 bit because of a registry setting which is set by default to 16.

So what you are trying to say is:

If I delete the .thu files and load the map, my textures won't be black anymore?

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I was just looking at my registry files, and I saw this key:

Texture_Resolution : REG_DWORD : 0x00000000(0)

What does that key mean? Has that something to do with it?