
Subject: Re: TV in GDI Barracks

Posted by [Di3HardNL](#) on Sun, 10 May 2009 20:39:28 GMT

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I know. Texture size are to big.

However it used to work for me when I had a different PC. I figured out the limit of the texture size is 1024x1024 for renegade.

Paste these 2 files in your data then it should work.

File Attachments

- 1) [Bar_cinema_h.TGA](#), downloaded 128 times
- 2) [Bar_cinema_h2.TGA](#), downloaded 125 times
