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Subject: Re: Progress report

Posted by [Spyder](#) on Fri, 25 Sep 2009 08:18:31 GMT

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TruYuri wrote on Fri, 25 September 2009 02:35 This has to do with it conflicting with the size of it in the always.dat. Replacing the texture completely works just fine, shoving a different resolution one in \data\ does not.

That's a somewhat more 'detailed' description of what I meant

But that was the problem I was talking about, since I don't want to be messing up my Always.dat

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