

---

Subject: Re: Textures Question

Posted by [Sn1per XL](#) on Mon, 16 Aug 2010 22:34:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Well, I can't even get it to work on buildings. Has anyone ever done this? Changed the size of a texture that is in always.dat?

I'm curious if it's actually possible, or not.

---