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Subject: texture resolution...

Posted by [General Havoc](#) on Mon, 08 Sep 2003 18:36:44 GMT

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I think it should go up in multiples of 8 so you would have a 512x512 texture and so on. You should try your best to keep the textures small though or when loading the map It will cause lag if you used big texture maps a lot.

If you think of the 512x512 map Laeubi used on the pistol he released it takes a second to load the map when switching weapons but this isn't a big problem as there will only be as it's one on screen ever a first person model and your PC will be the only one it needs to render the model for.

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