UnitXc wrote on Mon, 12 August 2013 12:47

God you just arent getting it into your skull, so your retardedness does not deserve any further
response, have a nice day.

In other words, you're mad because I pointed out the obvious solution to your problem. Renegade
textures aren't made for what you're doing. They're old, low-res, and of dubious quality. You then
apply them to what's by all means a rather good looking game environment and then you're
confused as to why they look bad? Okay, sure.

Also, your claim that you could make high-res textures easily conflicts with your earlier statements
about it being too much work. CGTextures is a great resource that will minimize the amount of
time you spend creating textures. Instead of calling me retarded, you could take the time you're
using to post silly insults and create textures that would make this work look outstanding instead
of simply good. I don't mind helping you with that if you're willing to learn.