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Subject: 1024\*1024 dds texture  
Posted by [Renardin6](#) on Mon, 29 Nov 2004 12:55:33 GMT  
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I have a question :

I tried a 1024\*1024 dds texture on model a long time ago and it didn't worked.

Now it works on all models. I sent the dds file to one of my team mate. And on his renegade, the model was black. When I use the same file ( sent back to me ) and test it, it works fine. so wtf ?

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Subject: 1024\*1024 dds texture  
Posted by [ChronoJam](#) on Mon, 29 Nov 2004 13:15:33 GMT  
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My video card sometimes doesn't like that resolution for a single texture in some applications.  
Split it up?

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Subject: 1024\*1024 dds texture  
Posted by [Renardin6](#) on Fri, 03 Dec 2004 02:54:52 GMT  
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so does anyone know what the fuck make that difference ?

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Subject: 1024\*1024 dds texture  
Posted by [Spice](#) on Fri, 03 Dec 2004 04:57:46 GMT  
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The Renegade engine was meant to use 512x512 Texture maps. It can easily handle 1024x1024 but it does slow down the game somewhat.

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