
Subject: anybody ?

Posted by [Anonymous](#) on Thu, 24 Oct 2002 18:40:00 GMT

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

anybody see a problem with creating a map with all custom textures? [October 24, 2002, 18:44:
Message edited by: DeafWasp]

Subject: anybody ?

Posted by [Anonymous](#) on Fri, 25 Oct 2002 05:17:00 GMT

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

nope - however - try to keep them small - the engine appears to have a problem with large
numbers of textures - Not poly's for some reason....

Subject: anybody ?

Posted by [Anonymous](#) on Fri, 25 Oct 2002 11:20:00 GMT

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

Use the (Kopress Texture) Button in Cmmandeditor befor select exorting, and teh texture will be
kompokpressen, which affects a better performance.No other Problems for teh use of Individl
Textures.
