Subject: Custom Textures - need info...
Posted by Anonymous on Mon, 10 Feb 2003 09:26:00 GMT
View Forum Message <> Reply to Message

Anybody have knowledge of the standard size a tga texture needs to be to play nice in the mod tools?I know you can use 32/24 bit textures - but i'm unclear on the dimensions.One i tried (144X144) wouldnt play in Commando -in fact - it said to make it 256X256.I have looked at the textures Westwood gave us - but i would like more info.so if you know -- please post...thanks.

Subject: Custom Textures - need info...
Posted by Anonymous on Mon, 10 Feb 2003 09:28:00 GMT
View Forum Message <> Reply to Message

Traditionally, textures should be a factor of 8.i.e. 8x8, 8x16, 16x16, 256x128 etc etcTry to stick to 8, 16, 32, 64, 128 and 256

Subject: Custom Textures - need info...
Posted by Anonymous on Mon, 10 Feb 2003 09:30:00 GMT
View Forum Message <> Reply to Message

ok - that makes sense - thanks

Subject: Custom Textures - need info...
Posted by Anonymous on Mon, 10 Feb 2003 10:29:00 GMT
View Forum Message <> Reply to Message

every teture must be a perfect square (e.g 8x8) saved in .tga format and plced in the editorcahce folder at your Mod

---

Subject: Custom Textures - need info...
Posted by Anonymous on Mon, 10 Feb 2003 10:31:00 GMT
View Forum Message <> Reply to Message

They don't have to be a perfect square. Just multiples of 8.

Subject: Custom Textures - need info...
Posted by Anonymous on Mon, 10 Feb 2003 10:49:00 GMT
View Forum Message <> Reply to Message

The size of texture you use should be based on its importance. I use 60x60 size textures for small

objects. Ensure thay the texture is large enough to still look ok when stretched if you dont woont it tiled much.They dont have to be square shaped but each side must be a factor of 8.You should resize the image so that you have both sides as a factor of 8 so that it works.RTCW uses mainly 512x512 sized textures whilst some older gamesuses much smaller 60x60 ones. Just remember that using higher resolution textures will reduce your fps somewhat.

Subject: Custom Textures - need info...
Posted by Anonymous on Mon, 10 Feb 2003 11:03:00 GMT
View Forum Message <> Reply to Message

all good info - thanks again...