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Subject: Alternative to tiled textures?

Posted by [Cranberry](#) on Sun, 18 Jan 2009 13:43:03 GMT

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I'm retexturing my entire game, I have a nice amount of stock high quality textures, however, most of them would look so much better if they didn't have to be made tileable... So my question is, is there a way to make the textures so there is no need for them to be made as tiles?

So to illustrate what I mean;

Take the foot of the HON, the part in front of the door. The texture on the floor is made up of squares as tiles, but is it possible to instead put 1 file as a texture?

Any input on this is highly appreciated.

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Subject: Re: Alternative to tiled textures?

Posted by [Spyder](#) on Sun, 18 Jan 2009 13:46:35 GMT

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You would have to remodel/retexture all buildings, levels, objects etc. and re-export them from RenX as w3d's. That's the only option I can think of.

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Subject: Re: Alternative to tiled textures?

Posted by [Cranberry](#) on Sun, 18 Jan 2009 14:08:51 GMT

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Yeah I was afraid of that.. Damn.

Thanks for the help

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