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Subject: Texture Resolution

Posted by [LR01](#) on Fri, 25 Dec 2009 22:13:49 GMT

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Hello all, I wanted to ask something about texture resolutions. First, I've looked up a topic about it, <http://www.renegadeforums.com/index.php?t=msg&goto=328174>.

This topic states that 2048x2048 certainly is possible, but I wanted to ask if it would be smart to use it. Since from what I understand it wouldn't work with all vidcards.

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Subject: Re: Texture Resolution

Posted by [CarrierII](#) on Sat, 26 Dec 2009 20:54:56 GMT

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I'd avoid that, it sounds rather big for Ren's poor little engine... lol

More technically, I doubt anything but the latest hardware would produce reasonable performance due to the relatively poor quality of the W3D engine, and the sheer size of the texture.

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Subject: Re: Texture Resolution

Posted by [LR01](#) on Sun, 27 Dec 2009 11:47:39 GMT

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Yea, perhaps it would be better to avoid it. Thanks for the advice.

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