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Subject: Re: scripts.dll 3.4.2 is out

Posted by [Chuck Norris](#) on Fri, 17 Aug 2007 20:49:56 GMT

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Cunin wrote on Fri, 17 August 2007 15:36well i don't think any current hardware will support textures so big anyway lol.

Should be 2048 for dx9 cards.It has nothing to do with DirectX. nVidia cards since the GeForce 3 could support up to 4096 x 4096. ATi cards haven't been able to until the Radeon X1x00 series.

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