DDS loads much faster anyway, reborn was 700MB (one level) with all it's TGA's and got a whole 20fps on a 3ghz core 2 + 2gb ram + 3870 512MB and once they were cut down to DDS it was 350mb and 380fps on the same system. Just learn to export/save all your textures in DDS, renegade just runs better with them

And keep them in powers of 2, the game resizes them and that creates little hickups