
Subject: Re: New Launcher

Posted by [Poskov](#) on Wed, 31 Dec 2008 15:19:23 GMT

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unfortunately, renegade doesn't support resized textures for w3ds.

the model appears all black if a texture with a larger or smaller size is used

example: stretch the gdi minigunner texture (c_minigun1.dds) from 256*256 to 512*512 yourselves and see what happens
