
Subject: Re: New Launcher

Posted by [saberhawk](#) on Wed, 31 Dec 2008 17:26:15 GMT

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Poskov wrote on Wed, 31 December 2008 09:19 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

It does support "resized" textures, it doesn't support textures that are differently sized than the versions in always.dat unless you have updated .thu files. Try nuking your thu files and it might work.
