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Subject: High res textures

Posted by [Spyder](#) on Thu, 15 Jan 2009 19:50:56 GMT

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Hey everyone,

I was just trying something a short while ago. I wanted to see if Renegade supports High-Res textures like 1024x1024 and bigger. Unfortunately, when I replace the original textures with the high-res ones, Renegade either displays black textures or it will crash.

Then I asked Di3HardNL about it. He didn't seem to know anything about it either, but he said: 'Maybe you can change Renegade's texture settings in an .INI file or something.'

My question, does Renegade support textures this big. Else, how can I possibly fix this problem (I think Renegade should be able to support high-res textures).

BTW: I think Saberhawk might know the answer xD

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