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Subject: Re: New bugs

Posted by [saberhawk](#) on Tue, 12 Jan 2010 21:01:24 GMT

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Ghostshaw wrote on Tue, 12 January 2010 14:09The texture crash is probably caused by some sort of overflow somewhere in the code. Simple solution is not to use such insanely large textures

As for the other one I dunno exactly. crashdump would be helpfull

Especially ones whose dimensions aren't powers of 2.

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