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Subject: Re: Textures Question

Posted by [reborn](#) on Mon, 16 Aug 2010 07:19:58 GMT

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Delete your .thu files and they might show up.

If your textures are too large, it may be un-supported by your video card, this can be a limiting factor. However, 2048x2048 is a pretty safe bet.

The texture loader doesn't understand formats that are not DXT1-5, so bare that in mind when making your textures.

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