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Subject: Re: Textures Question

Posted by [Di3HardNL](#) on Tue, 17 Aug 2010 22:05:09 GMT

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I guess the texture size is also set in LevelEdit. But then you would have to save it as a new .mix so yeah no solution..

Original .Tga Renegade textures can be replaced with bigger resolution textures. But .Dds seems to react different on it.

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