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Subject: A note to all of renegade's texture designers  
Posted by [Jerad2142](#) on Mon, 28 Apr 2008 22:41:58 GMT

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Renegade has a maximum texture size of 1999 x 1999, you exceed that and you get to play the crash game (I was reading though the forums and saw some one talking about high resolution textures, so thats what brought this up).

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Subject: Re: A note to all of renegade's texture designers  
Posted by [Ryu](#) on Mon, 28 Apr 2008 22:56:48 GMT

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ok.. so..?

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Subject: Re: A note to all of renegade's texture designers  
Posted by [Jerad2142](#) on Mon, 28 Apr 2008 22:58:23 GMT

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So don't make high resolution textures over 1999 pixels, then come to these forums and ask why your 3D model is crashing the game.

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Subject: Re: A note to all of renegade's texture designers  
Posted by [Blazea58](#) on Tue, 29 Apr 2008 01:41:49 GMT

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Wrong lol, i have already tested and made a mix using two 2048x2048 textures. Sure the textures are still blurry but thats because its not alpha blended or anything. May have seen it before but just to show that its not just from level edit. Each texture is around 12mb so they also come at a cost of huge filesizes. Anything over 2048 however has crashed even level edit for me.

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Subject: Re: A note to all of renegade's texture designers  
Posted by [rutk](#) on Tue, 29 Apr 2008 01:58:18 GMT

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nice!

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Subject: Re: A note to all of renegade's texture designers

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Posted by [jonwil](#) on Tue, 29 Apr 2008 03:04:12 GMT

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The upper limit of how big textures can get (and how many you can have at once) is video-card dependent, renegade itself has no hardcoded limits that I have seen.

For best results on all video cards, use only square textures where the width and height are a power of 2.

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Subject: Re: A note to all of renegade's texture designers

Posted by [Jerad2142](#) on Tue, 29 Apr 2008 13:27:06 GMT

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jonwil wrote on Mon, 28 April 2008 21:04The upper limit of how big textures can get (and how many you can have at once) is video-card dependent, renegade itself has no hardcoded limits that I have seen.

For best results on all video cards, use only square textures where the width and height are a power of 2.

I was assuming there was a limit, why else would they have broken the load screens into 4 pieces.

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Subject: Re: A note to all of renegade's texture designers

Posted by [Sn1per74\\*](#) on Tue, 29 Apr 2008 14:46:44 GMT

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Blazea58 wrote on Mon, 28 April 2008 20:41Wrong lol, i have already tested and made a mix using two 2048x2048 textures. Sure the textures are still blurry but thats because its not alpha blended or anything. May have seen it before but just to show that its not just from level edit. Each texture is around 12mb so they also come at a cost of huge filesizes. Anything over 2048 however has crashed even level edit for me.

Dang dude... what map is that?

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Subject: Re: A note to all of renegade's texture designers

Posted by [IronWarrior](#) on Tue, 29 Apr 2008 15:12:23 GMT

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Yeah that is a nice map.

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Subject: Re: A note to all of renegade's texture designers

Posted by [Stefan](#) on Tue, 29 Apr 2008 22:12:04 GMT

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cough6400x6400texturecough

texture was around 120mb in TGA format, model has about 4000 polygons.

ingame screenshot is a bit dark but it's the same texture as seen on screenshot 1

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Subject: Re: A note to all of renegade's texture designers

Posted by [u6795](#) on Tue, 29 Apr 2008 22:16:34 GMT

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Sn1per74\* wrote on Tue, 29 April 2008 10:46Blazea58 wrote on Mon, 28 April 2008 20:41Wrong lol, i have already tested and made a mix using two 2048x2048 textures. Sure the textures are still blurry but thats because its not alpha blended or anything. May have seen it before but just to show that its not just from level edit. Each texture is around 12mb so they also come at a cost of huge filesizes. Anything over 2048 however has crashed even level edit for me.

[img]http://i175.photobucket.com/albums/w125/Blaze558/Game2008-04-0622-58-50-54.jpg

Dang dude... what map is that?

Not sure what he's calling the map, but I remember a long time ago he posted about having the satellite images of a large swathe of land on mars, so that's probably the results.

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Subject: Re: A note to all of renegade's texture designers

Posted by [Jerad2142](#) on Wed, 30 Apr 2008 04:16:36 GMT

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Stefan wrote on Tue, 29 April 2008 16:12cough6400x6400texturecough

texture was around 120mb in TGA format, model has about 4000 polygons.

ingame screenshot is a bit dark but it's the same texture as seen on screenshot 1

Does it work in w3d viewer?

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Subject: Re: A note to all of renegade's texture designers

Posted by [Stefan](#) on Thu, 01 May 2008 13:33:42 GMT

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Yes.

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Subject: Re: A note to all of renegade's texture designers

Posted by [LR01](#) on Fri, 02 May 2008 07:55:08 GMT

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funny, 120MB

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Subject: Re: A note to all of renegade's texture designers

Posted by [Veyrdite](#) on Fri, 02 May 2008 07:59:31 GMT

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I find it funny that a texture is normally bigger in file size than the W3d file it is applied to.

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Subject: Re: A note to all of renegade's texture designers

Posted by [JeepRubi](#) on Sat, 03 May 2008 01:51:46 GMT

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Dthdealer wrote on Fri, 02 May 2008 02:59I find it funny that a texture is normally bigger in file size than the W3d file it is applied to.

Lol, textures are always much bigger than 3d models. Models have XYZ co-ordiantes for the vertexes and some face information. Textures have to give the specific colour out of a couple million for each pixel, which is sometimes over a million.

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