Subject: texture question
Posted by Slash0x on Mon, 31 Jan 2005 21:33:48 GMT

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AircraftkillerSize is irrelevant so long as the texture map is based on the power of 2. You can replace anything without any problems as long as the textures are 8x, 16x, 32x, 64x, 128x, 256x, 512x, 1024x, 2048x, etc...
Then how come when I save it with a different binary number, it doesn't work? My settings are the same, but it does work unless my deminsions are the same? My computer my be on crack.