
Subject: Re: Hud quality

Posted by [Slave](#) on Thu, 20 Mar 2008 18:38:09 GMT

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There is no case in Renegade where someone would choose DTX2.
Dunno where you got that idea from.

Look at the table over here.

<http://en.wikipedia.org/wiki/S3TC>

For a hud you should used DTX5.

The blurry, blocky crap is part of dtx's nature. There's no way to avoid it. Unless you use uncompressed .tga textures, but Renegade won't use them when you put them in your data folder.
