Posted by Sn1per XL on Mon, 16 Aug 2010 04:53:51 GMT

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I asked a similar question before, but recently I've been replacing textures in renegade. Various building/map textures with better quality replacements.

My question is, why can't I make a texture size bigger than the original? For some reason it works on some textures, and others it just displays as all black in-game.

Any help is appreciated, thanks.