Mr.NiceGuy wrote on Tue, 17 August 2010 22:42you have to apply a new material in gmax. You might be able to hex edit the .w3d file to use bigger sizes. Sometimes you can get away with bigger sizes. The .w3d stores the image size. Maps that have light mapping and stuff have certain info that must match the texture and if you change the dimensions it will turn black. If you open a map .w3d file in wdump that comes with rentools you can see how many textures are actually applied to the one mesh you usually have 1 texture with 2 light map passes. Make sure you save the texture in the right dds format some textures have alpha channels. Maps textures usually don't have alpha channels in a texture.

you can always just use .tga files instead of .dds to use bigger sizes. Tga files do not store the same info in the texture. So you can use bigger and smaller sizes if you want.

The texture size mentioned in mappers isn't really used; the only thing that's causing problems is that if the .thu files don't match all the texture files then the loader will load them incorrectly. This leaves you with black textures (yay!)