Subject: Textures Question
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.

Subject: Re: Textures Question
Posted by reborn on Mon, 16 Aug 2010 07:19:58 GMT
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Delete your .thu files and they might show up.

If your textures are too large, it may be un-supported by your video card, this can be a limiting factor. However, 2048x2048 is a pretty safe bet.

The texture loader doesn't understand formats that are not DXT1-5, so bare that in mind when making your textures.

Subject: Re: Textures Question
Posted by Sn1per XL on Mon, 16 Aug 2010 10:24:08 GMT
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Unfortunately that didn't work. I guess you'd have to remodel it and apply a bigger texture.

Subject: Re: Textures Question
Posted by cnc95fan on Mon, 16 Aug 2010 10:31:01 GMT
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Make sure they are a dds file and not a png/jpg etc

Subject: Re: Textures Question
Posted by Sn1per XL on Mon, 16 Aug 2010 10:40:58 GMT
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They're in the right format. Hopefully you're actually able to change the res of texture's I could work wonder's with renegade if I could.

Renegade textures are so small and blurry, it's annoying.

Subject: Re: Textures Question
Posted by reborn on Mon, 16 Aug 2010 11:17:48 GMT
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It also needs to be square, and the height/width need to be a power of 2; 512 * 512 for example.

Subject: Re: Textures Question
Posted by Sn1per XL on Mon, 16 Aug 2010 11:44:37 GMT
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I know. I did a lot of texture work in the past, but this was something I could never figure out.

Subject: Re: Textures Question
Posted by cnc95fan on Mon, 16 Aug 2010 11:56:57 GMT
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Odd that. I don't think the model needs to be resized or anything for it to apply... Very strange :S

Subject: Re: Textures Question
Posted by Sn1per XL on Mon, 16 Aug 2010 12:08:06 GMT
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The only texture I ever had success on was snd.dds. I made a new texture in 512 res, and the original is 256. it's beyond me why that one worked, and I can't get any other to.

Subject: Re: Textures Question
Posted by cnc95fan on Mon, 16 Aug 2010 12:09:06 GMT
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We had textures around 1024 at one stage which replaced 512 ones so yeah that is pretty odd

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Subject: Re: Textures Question
Posted by Sn1per XL on Mon, 16 Aug 2010 12:12:07 GMT
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Textures on westwood maps?

Subject: Re: Textures Question
Posted by cnc95fan on Mon, 16 Aug 2010 12:55:06 GMT
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On buildings

Subject: Re: Textures Question
Posted by Sn1per XL on Mon, 16 Aug 2010 13:29:24 GMT
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I haven't tried buildings. I am just replacing the current textures on maps.

Subject: Re: Textures Question
Posted by Sn1per XL on Mon, 16 Aug 2010 22:34:20 GMT
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Well, I can't even get it to work on buildings. Has anyone ever done this? Changed the size of a texture that is in always.dat?

I'm curious if it's actually possible, or not.

Subject: Re: Textures Question
Posted by cnc95fan on Mon, 16 Aug 2010 23:02:44 GMT
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Yeah like I'v said we've done it before.

Subject: Re: Textures Question
Posted by Sn1per XL on Tue, 17 Aug 2010 04:36:32 GMT
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I'd greatly appreciate it, if you could explain how

Subject: Re: Textures Question
Posted by cnc95fan on Tue, 17 Aug 2010 07:40:42 GMT
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I have no idea; Ask one of our devs on www.battlefordune.eu/forums

Subject: Re: Textures Question
Posted by Sn1per XL on Tue, 17 Aug 2010 15:24:44 GMT
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I'm not talking about making a new texture for a mod.

I'm trying to change textures without making a new mix file, and without remodeling anything. (I couldn't do that with the maps anyway)

Subject: Re: Textures Question
Posted by Di3HardNL on Tue, 17 Aug 2010 22:05:09 GMT
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I guess the texture size is also set in LevelEdit. But then you would have to save it as a new .mix so yeah no solution..

Original .Tga Renegade textures can be replaced with bigger resolution textures. But .Dds seems to react different on it.

Subject: Re: Textures Question
Posted by Sn1per XL on Wed, 18 Aug 2010 00:58:02 GMT
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Yeah, it's a huge drag. I still can't figure out why snd.dds from islands.mix worked.

Subject: Re: Textures Question
Posted by Gen_Blacky on Wed, 18 Aug 2010 02:42:26 GMT
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you 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.

Subject: Re: Textures Question
Posted by saberhawk on Wed, 18 Aug 2010 17:00:25 GMT

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.

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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!)

Subject: Re: Textures Question
Posted by Sn1per XL on Wed, 18 Aug 2010 17:47:06 GMT

Hmm, is there anyway to change the .thu files?
Would that cause a version mismatch if you did?