
Subject: Re: new tool now available, w3dren
Posted by [Blazea58](#) on Mon, 15 Jan 2007 16:44:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

This seems very useful for a map like roleplay 2 where i have over 7000 objects, and nearly 1k textures which all have horrible naming. What if you are to rename an alpha channel with it, will it loose the alpha? Maybe you can add an optional thing for changing sizes of the texture? That would be handy for large tasks of resizing.
