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Subject: Texture Question

Posted by [Sn1per XL](#) on Sun, 05 Apr 2009 00:36:45 GMT

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Hey, it's been a while since I've modded renegade, the last project I was working on was the Star Wars mod, but I doubt anyone remembers it.

Anyway, I had a question about texturing. I am trying to make a 512x512 texture map for a model in renegade, but the original texture map is only 128x128, and when I run renegade with it, it appears black in game. Is there anyway to fix this, or do I have to use the original texture map size?

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