
Subject: Renegade Alert Missile Sub

Posted by [PiMuRho](#) on Tue, 29 Jun 2004 06:27:32 GMT

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Sir Phoenixx

What are you talking about? No one said anything about 256x1024 texture maps.

The Missile Sub uses a 1024x1024 texture, about half of it is the top and bottom of the missile sub.

Well....

Aircraftkillerhe size of the UV map, each one for the top and bottom is about 1024x256
