Subject: Renegade Alert Missile Sub
Posted by phlakaton on Tue, 29 Jun 2004 15:28:23 GMT

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Ok... I never saw anyone say it was a 1024X1024.... just it uses 1024 and 256 for the top and bottom or some shit... ya know what... the bottom line is this... nobody should be using a 1024 map unless they plan to make this thing look like a friggin masterpiece. There is no excuse for not being able to make this sub work with a 512X512 from what I see in these images. If you can't get the details you need with what you're using then perhaps it's poor management of the texture space. Someone should post the texture map itself so I can see what's happening with it. Build a texture that spans the width of a 512 that's half the sub hull... build the other right below the first... shit... you got about 1/3 the texture left for those other bits... the top... missle racks...

Some people might not know about the video card rules with textures that aren't 1.1 anyway.