### Large Textures

02/08/2014 07:48 PM - Shaun Bond

<table>
<thead>
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<th>Status</th>
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<tbody>
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<tr>
<td>Category</td>
<td>Images</td>
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<tr>
<td>Target version</td>
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</tr>
<tr>
<td>Start date</td>
<td>02/08/2014</td>
</tr>
<tr>
<td>Due date</td>
<td></td>
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</tr>
<tr>
<td>Estimated time</td>
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<tr>
<td>Spent time</td>
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</tbody>
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**Description**

Attempting to load large textures may crash some systems. We need to implement dynamic texture resizing or cropping based on hardware capabilities.