Subject: need help saving .dds files Posted by Anonymous on Tue, 04 Feb 2003 05:41:00 GMT View Forum Message <> Reply to Message

To be valid it must be DXT1/DXT5 with texel counts int powers of 2. For instance:2x24x48x816x16128x128256~512~ etc.I think 128x256 types are fine too, but I'm not sure.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums