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Subject: need help saving .dds files

Posted by [Anonymous](#) on Tue, 04 Feb 2003 05:41:00 GMT

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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.

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