
Subject: DXTBmp trouble: Twisted Textures, I seriously need help

Posted by [Anonymous](#) on Sat, 25 Jan 2003 22:05:00 GMT

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Do you still have a copy of the original texture before you did the alpha channel? You'll probably have to revert back to that if you do. DXTBmp, although it usually gets the job done, has some major bugs. Don't ever try using it to edit .dds files, it will just crash.EDIT:Also, I see that the dimensions are invalid on that image. Textures have to have texel counts in powers of 2. [January 25, 2003, 22:08: Message edited by: SomeRhino]
