Subject: DXTBmp trouble: Twisted Textures, I seriously need help
Posted by Anonymous on Sat, 25 Jan 2003 20:32:00 GMT
View Forum Message <> Reply to Message

I have been using DXTBmp long enought to make a texture thayt can used for alpha testing. But today something went horibly wrong. One of my textures that I was making (and a very important one) became twisted. It was turned 45 degrees and the the parts that were cut of wrapped around tot eh other side. Whenever I preview the transparence, I see that the Alpha I made is screwed up. Please help me, I need to fix whatever I am doing wrong fast. Here is a picture to help whoever figure out what is going wrong.
http://www.n00bstories.com/image.fetch.php?id=1794558518 [January 26, 2003, 10:43: Message edited by: Gernader8]