Subject: texture question
Posted by Aircraftkiller on Mon, 31 Jan 2005 09:00:44 GMT
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Size is irrelevant so long as the texture map is based on the power of 2. You can replace anything without any problems as long as the textures are 8x, 16x, 32x, 64x, 128x, 256x, 512x, 1024x, 2048x, etc...

If you're looking to make skins, go to a trading post website and they will teach you how to skin an animal. If you want to make texture maps properly, be sure to use Photoshop or Paint Shop Pro and use the necessary nVidia plugins.

If you're not saving the Direct Draw Surface texture as DXT5, for some ungodly reason the globe is DXT5, it will say that alpha information was lost. It's not crucial to operation in the game for that particular texture, so feel free to leave it out... If it doesn't work in that situation, just save it as DXT5 and place it in the data folder.