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Subject: texture question

Posted by [liberator](#) on Tue, 01 Feb 2005 04:05:01 GMT

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AircraftkillerIf 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.

Still enable "emulate XBOX DXT1"?

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