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Subject: Re: Skin Question

Posted by [Poskov](#) on Thu, 08 May 2008 22:06:45 GMT

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SSnipe wrote on Mon, 05 May 2008 05:46: Is there a way to turn a DXT5 to DXT 1 for skin making without making everything black?

W3Ds are, how to say, very square, they must have the same model name and texture format etc. (keep the model's texture DXT5)

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