Subject: Re: My little project
Posted by Reaver11 on Sat, 07 Jun 2008 21:21:03 GMT

TCUSniper wrote on Sat, 07 June 2008 15:07Could you explain it a bit more clearly?

Ill try

When you make you texture replacement the best way is to extract the .dds file as .tga with xcc mixer

Then you edit it and save it (now it is still a .tga)

Use a tga to dds converter (dds utilities/nvdxt from nvidia any other would also do perfect)

Before you convert it you check in xcc mixer the dxt fromat that the original texture was it will state -dxt1/-dxt5

Now you goto your dds converter and convert the file to the appropriate -dxt format. If I say it correct you should use -dxt1a because it has a 1 bit alpha channel (duno if I put that correct) I always convert my textures to -dxt1a and they never turn out black.

The black effect you saw has to do with the alphachanneling of the texture and if you use -dxt1a you shouldnt have any problems.