
Subject: Re: My little project

Posted by [EA-DamageEverything](#) on Sun, 08 Jun 2008 12:57:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

Most surface skins are in DXT1a and 24bit. You should keep the original resolution too. Common ones are 128x128 and 256x256. The sky for example is 512x512 (and DXT5!). Walls, Interior and ground are DXT1a and almost all come in 256x256.

Quick example, my Crate skin here=

File Attachments

1) [cht_cbox_4.dds](#), downloaded 94 times
