
Subject: Skinning Help Plz

Posted by [cpjok](#) on Wed, 02 Jul 2008 02:59:32 GMT

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ok i was changeing loading screen

but it dosent work it is just a black screen with loads of writeing on it anyone know what i have to do

This is my DSS settings there set at

File Attachments

1) [LS.JPG](#), downloaded 639 times



☐ Resize Windows To Fit

☒ Zoom All Windows

Actual Pixels

Fit Screen

Print Size

Ps



NVIDIA dds Format (v3.11)

Save Format

- ☒ DXT1 (No Alpha)
- ☐ DXT1 (1 bit Alpha)
- ☐ DXT3 (Explicit Alpha)
- ☐ DXT5 (Interpolated Alpha)
- ☐ 16 bit (4:4:4:4)
- ☐ 16 bit (1:5:5:5)
- ☐ 16 bit (5:6:5)
- ☐ 32 bit ARGB
- ☐ 24 bit RGB
- ☐ 16 bit (0:5:5:5)

Save

MIP maps

- ☒ Generate MIP maps
- ☐ Use Existing MIP maps
- ☐ No MIP maps

MIP map generation

- ☒ Box Filter
- ☐ Cubic Filter
- ☐ Full DFT
- ☐ Kaiser
- ☐ Linear-Light Kaiser

Options

- ☐ Dither Color
- ☐ Binary Alpha
- ☐ Alpha Zero Border (1 texel)
- ☐ Border Color (1 texel)
- ☐ Normalize MIP Maps
- ☐ DuDv Map
- ☐ Dither Each MIP

Border Color

Fade MIP Maps

- ☐ Fade MIP maps
- ☐ Fade Alpha
- Blend Amount

Fade Color

15 %

Select Formats to Preview

- ☒ DXT1
- ☒ DXT1 (alpha)
- ☒ DXT3
- ☒ DXT5
- ☒ 16 bit RGB (4:4:4:4)
- ☒ 16 bit RGB (1:5:5:5)
- ☒ 16 bit RGB (5:6:5)
- ☒ 32 bit ARGB

Override

- ☐ emulate
- ☒ emulate

3D Preview

Preview Options

- ☒ Alpha Blending
- ☐ Show Differences (magnified)
- ☒ Enable Filtering
- ☒ Mip Mapping
- ☒ Anisotropic

Background Color

Back

- ☒ 2D Texture
- ☐ Cube Map
- ☐ Image (No MIP maps)

