Subject: Skinning Help Plz
Posted by cpjok on Wed, 02 Jul 2008 02:59:32 GMT

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 382 times

File Edit Image Layer Select Filter Analysis View Window Help

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]

Select Formats to Preview
Override
- ☑ DXT1   ☐ emulate
- ☑ DXT1 (alpha) ☑ emulate
- ☑ 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

[3D Preview]

Preview Options
- ☑ Alpha Blending
- ☐ Show Differences (magnified
- ☑ Enable Filtering
- ☑ Mip Mapping
- ☑ Anisotropic

[Background Color]   [Back

MIP maps
- ⦿ Generate MIP maps
- ○ Use Existing MIP maps
- ○ No MIP maps

MIP map generation
- ⦿ Box Filter   ○ Kaiser
- ○ Cubic Filter   ○ Linear-Light Kaiser
- ○ Full DFT

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

⦿ 2D Texture
○ Cube Map
○ Image (No MIP maps)

Fade MIP Maps
- ☐ Fade MIP maps   [Fade Color]
- ☐ Fade Alpha
  Blend Amount [15] %

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