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Subject: Re: DDS for GDI floor?

Posted by [Veyrdite](#) on Wed, 09 Jul 2008 12:08:16 GMT

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Slave wrote on Wed, 09 July 2008 20:50 Stop thinking you make any sense.

Renegade textures are supposed to be sized in doubles from 8 onwards( 8x8, 16x16, 32x32, 64x64, 128x128, 256x256 etc). Any other size is automatically scaled by the engine. But if the texture resolution is not a multiple of 8 nor a double the engine gets a bit cranky depending on the circumstances.

The file-size will change depending on the contents of the file. A texture with simple single-coloured shapes will be smaller (in file size) than one with more detail and colours, and so getting an images file the same size as another of the same resolution is theoretically impossible unless it is a re-arranged version of the original. Mind you I could be entirely wrong as I'm not very familiar with TGA compression.

E3 Beta M01.mix wrote on Wed, 09 July 2008 18:54 Dthdealer wrote on Wed, 09 July 2008

01:28 EA-Damage Everything wrote on Wed, 09 July 2008 08:40 Name= gdfloor-gdi.tga

Size= 167k

Res= 223(!)x256 @24bit

Use these specs and you'll get a working floor.

Why do we have to keep it at that file size? Seems a bit odd.

And the resolution is also strange as well. It is neither a multiple of eight, a double or even an even number. Isn't 223 a prime number?

Dthdealer for GDI floor?

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