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Subject: Re: W3D Viewer Help

Posted by [saberhawk](#) on Fri, 05 Sep 2008 07:02:42 GMT

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Mauler wrote on Fri, 05 September 2008 04:33Hey have a question about the W3D Viewer. When ever I load up a map or model I have created I noticed it always displays low resolution textures than they actually are?. I can't seam to find any option to change the settings to up the resolution anywhere can anyone help explain this?. Here's an example of what I'm talking about

There isn't a way of fixing that. It happens when you try to load 32 bit tga files (A8R8G8B8 format). It cuts the bit depth to 16 bit (A4R4G4B4 format) when loading the textures. One "workaround" is to either use 24 bit tga files (if you don't need the alpha channel) or to use DXT5 dds files.

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