
Subject: Re: paint.net

Posted by [danpaul88](#) on Mon, 01 Nov 2010 15:00:50 GMT

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All DXT* formats use lossy compression, see

http://en.wikipedia.org/wiki/S3_Texture_Compression. This is why you do not get the exact same image back out when you re-open them.

Your best bet is to save your source textures using a lossless format (bmp or png for instance) and save copies of the textures as DDS DXT1 for use in game.
