
Subject: Re: color variation problem with skinning
Posted by [danpaul88](#) on Tue, 23 Nov 2010 09:14:10 GMT
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You should export the texture in the same DXT format as the texture you are replacing. Generally textures with alpha are exported as DXT5, whilst textures without alpha are exported as DXT1.

Also make sure to delete your .thu files when modifying textures.
