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Subject: Mass Converting of textures

Posted by [Spice](#) on Fri, 18 Jun 2004 22:02:41 GMT

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Is there a way to convert like a mass load of textures to a different format in one convert. In mass I mean like 4,000 files . I need them all as .tga files from .DDS file.

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Subject: Mass Converting of textures

Posted by [PermaGrin](#) on Fri, 18 Jun 2004 23:04:19 GMT

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select the 1st file u want to convert, then shift select the last file you want to convert. this should select all the files inbetween. right click > copy as tga.

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Subject: Mass Converting of textures

Posted by [Spice](#) on Sat, 19 Jun 2004 04:14:10 GMT

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Hmm any program to convert them easily or can I use RenegadeEX. If I can how can sort files by type. Since i want all textures from Always.dat in .TGA format.

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Subject: Mass Converting of textures

Posted by [PermaGrin](#) on Sat, 19 Jun 2004 04:55:21 GMT

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i was assuming you were using XCC mixer. find that follow the steps i posted above. i dont know about any other programs for viewing files inside the always.dat

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Subject: Mass Converting of textures

Posted by [Spice](#) on Sat, 19 Jun 2004 05:55:31 GMT

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RenegadeEX can extract textures from always.day and I dont think XXC mixed can take multiple files out at one but i will try.

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Subject: Mass Converting of textures

Posted by [PermaGrin](#) on Sat, 19 Jun 2004 06:04:52 GMT

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XCC can, because i have done it.

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Subject: Mass Converting of textures  
Posted by [Aircraftkiller](#) on Sat, 19 Jun 2004 06:25:24 GMT  
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It doesn't preserve alpha channels for any Targa conversions.

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Subject: Mass Converting of textures  
Posted by [Spice](#) on Sat, 19 Jun 2004 22:07:35 GMT  
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Oh I cant really noice the difference. Oh course I dont know what im loking for either.

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Subject: Mass Converting of textures  
Posted by [Fabian](#) on Sat, 19 Jun 2004 22:28:29 GMT  
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Alpha channels = transperency

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Subject: Mass Converting of textures  
Posted by [CnCsoldier08](#) on Sun, 20 Jun 2004 05:41:59 GMT  
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Yes..found that out the hard way..with trees...

Anyways...I'm sure many people would appreciate it if you released a texture pack for Renalert(assuming thats what this is for)

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Subject: Mass Converting of textures  
Posted by [Spice](#) on Sun, 20 Jun 2004 16:00:15 GMT  
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CnCsoldier08Yes..found that out the hard way..with trees...

Anyways...I'm sure many people would appreciate it if you released a texture pack for Renalert(assuming thats what this is for)

Actually Im Just taking all textures out of renalerts , reborns , renegades and sole survivors always.dat. Not to mention alot of maps other things. I just reformatted and had to go back and get them. I couldnt rember how I got them last time. It wasnt with XXC mixer though , i know that. Im sure it was with RenegadeEX but Im bot sure how to sirt the files by type or if the program ever recognizes the file types.

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