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Subject: texture question

Posted by [liberator](#) on Mon, 31 Jan 2005 05:09:26 GMT

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I thought I understood how making skins in ren worked, at least well enough to make a few mods for my personal use.

Anyway I'm trying to alter the appearance of the globe in the hand of the Hand of Nod. I get the image loaded, I'm using a larger base image of 256^2, but when I go to save it it complains alpha channels being lost and doesn't save properly. What is going on?

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Subject: texture question

Posted by [Slash0x](#) on Mon, 31 Jan 2005 08:10:19 GMT

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If the image is 256 x 256, make it 256 x 256. Works fine for me. Plus, usually I get that message when the deminsions are not correctly or, from the ALPHA error, you have a transparent something it doesn't like. :\

I would also like to add that when I get this error, I have to restart PS7 or else the error will repeat. :\

Hope that helps.

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Subject: texture question

Posted by [Aircraftkiller](#) on Mon, 31 Jan 2005 09:00:44 GMT

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Size is irrelevant so long as the texture map is based on the power of 2. You can replace anything without any problems as long as the textures are 8x, 16x, 32x, 64x, 128x, 256x, 512x, 1024x, 2048x, etc...

If you're looking to make skins, go to a trading post website and they will teach you how to skin an animal. If you want to make texture maps properly, be sure to use Photoshop or Paint Shop Pro and use the necessary nVidia plugins.

If you're not saving the Direct Draw Surface texture as DXT5, for some ungodly reason the globe is DXT5, it will say that alpha information was lost. It's not crucial to operation in the game for that particular texture, so feel free to leave it out... If it doesn't work in that situation, just save it as DXT5 and place it in the data folder.

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Subject: texture question

Posted by [Slash0x](#) on Mon, 31 Jan 2005 21:33:48 GMT

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AircraftkillerSize is irrelevant so long as the texture map is based on the power of 2. You can replace anything without any problems as long as the textures are 8x, 16x, 32x, 64x, 128x, 256x, 512x, 1024x, 2048x, etc...

Then how come when I save it with a different binary number, it doesn't work? My settings are the same, but it does work unless my dimensions are the same? My computer may be on crack.

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Subject: texture question

Posted by [Fabian](#) on Mon, 31 Jan 2005 21:51:52 GMT

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AircraftkillerIf you're looking to make skins, go to a trading post website and they will teach you how to skin an animal.

He never gives up, does he?

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Subject: texture question

Posted by [liberator](#) on Tue, 01 Feb 2005 04:05:01 GMT

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AircraftkillerIf you're not saving the Direct Draw Surface texture as DXT5, for some ungodly reason the globe is DXT5, it will say that alpha information was lost. It's not crucial to operation in the game for that particular texture, so feel free to leave it out... If it doesn't work in that situation, just save it as DXT5 and place it in the data folder.

Still enable "emulate XBOX DXT1"?

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