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Subject: DXTBmp trouble: Twisted Textures, I seriously need help

Posted by [Anonymous](#) on Sat, 25 Jan 2003 20:32:00 GMT

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I have been using DXTBmp long enough to make a texture that can be used for alpha testing. But today something went horribly wrong. One of my textures that I was making (and a very important one) became twisted. It was turned 45 degrees and the parts that were cut off wrapped around to the other side. Whenever I preview the transparency, I see that the Alpha I made is screwed up. Please help me, I need to fix whatever I am doing wrong fast. Here is a picture to help whoever figure out what is going wrong.

<http://www.n00bstories.com/image.fetch.php?id=1794558518> [ January 26, 2003, 10:43:

Message edited by: Gernader8 ]

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Subject: DXTBmp trouble: Twisted Textures, I seriously need help

Posted by [Anonymous](#) on Sat, 25 Jan 2003 22:05:00 GMT

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Do you still have a copy of the original texture before you did the alpha channel? You'll probably have to revert back to that if you do. DXTBmp, although it usually gets the job done, has some major bugs. Don't ever try using it to edit .dds files, it will just crash. EDIT: Also, I see that the dimensions are invalid on that image. Textures have to have texel counts in powers of 2. [ January 25, 2003, 22:08: Message edited by: SomeRhino ]

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Subject: DXTBmp trouble: Twisted Textures, I seriously need help

Posted by [Anonymous](#) on Sun, 26 Jan 2003 07:05:00 GMT

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Last night before I posted this post I tried 4 times to make this texture work, same result every time. This morning I changed the dimensions so that they are powers of 2.....same result.....any other ideas

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Subject: DXTBmp trouble: Twisted Textures, I seriously need help

Posted by [Anonymous](#) on Sun, 26 Jan 2003 10:00:00 GMT

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please anybody.....

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Subject: DXTBmp trouble: Twisted Textures, I seriously need help

Posted by [Anonymous](#) on Sun, 26 Jan 2003 14:20:00 GMT

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so nobody has an answer

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Subject: DXTBmp trouble: Twisted Textures, I seriously need help

Posted by [Anonymous](#) on Sun, 26 Jan 2003 17:18:00 GMT

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ahh that i can not help you with sorry.. i will bump this for ya\*\*BUMP\*\*

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