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Subject: Skinning..

Posted by [Ryu](#) on Sat, 04 Aug 2007 05:00:05 GMT

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Hey,

Every time I edit a vehicles or buildings, And use these settings it works fine, Every time I try to export a character skin using these settings, It's a complete fail, Does anyone know the options I need to use to export a character skin?

Here's the settings I'm using..

And here's the outcome:

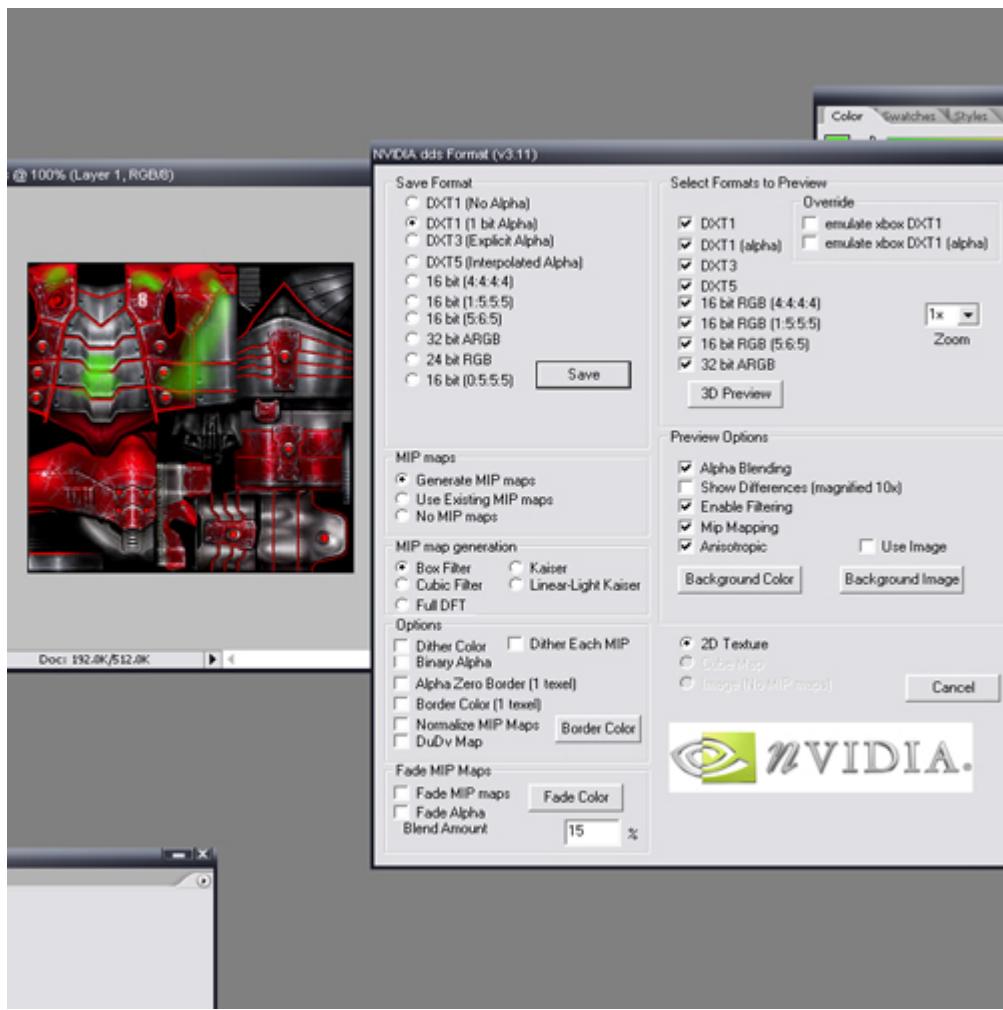
ARG!! Can someone point out what I'm doing wrong please? Them settings work perfectly with Building textures and Vehicles!

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File Attachments

1) [Help1.jpg](#), downloaded 695 times

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2) [Helpme2.jpg](#), downloaded 694 times



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Subject: Re: Skinning..

Posted by [Chuck Norris](#) on Sat, 04 Aug 2007 05:47:57 GMT

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With the exception of a few special cases, I always used the top option for no alpha. Black textures usually means the alpha settings are wrong.

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Subject: Re: Skinning..

Posted by [Viking](#) on Sat, 04 Aug 2007 06:04:10 GMT

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Why a whole new topic?

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Subject: Re: Skinning..

Posted by [Ryu](#) on Sat, 04 Aug 2007 06:57:31 GMT

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Viking wrote on Sat, 04 August 2007 01:04 Why a whole new topic?

I think it's my first topic for asking a skinning question.

@Chuck: Thank you Chuck, I hope you don't go kung-fu on my ass and beat the living hell outa' me.

EDIT: Didn't work Chuck. :<

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Subject: Re: Skinning..

Posted by [Tunaman](#) on Sat, 04 Aug 2007 07:26:24 GMT

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Try DXT3 or DXT5 for the sbh, every other soldier besides the chemsprayer is DXT1 I think.

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Subject: Re: Skinning..

Posted by [Ryu](#) on Sat, 04 Aug 2007 07:44:08 GMT

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Tunaman ftw!

Thanks bro!

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Subject: Re: Skinning..

Posted by [Tunaman](#) on Sat, 04 Aug 2007 09:00:17 GMT

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No problem.

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Subject: Re: Skinning..

Posted by [Chuck Norris](#) on Sat, 04 Aug 2007 12:58:43 GMT

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\*shrugs\* I followed this skin guide.

[http://www.cnctden.com/renegade\\_skin\\_tut.shtml](http://www.cnctden.com/renegade_skin_tut.shtml)

It says to disable aplha. What exactly will that change? I've editted a few skins saving them that way and saw no noticeable difference. It's worked for every skin without problem, and when one did go black, I used DXT5 and it worked (I never mentioned to try DXT5 in this case becuase I

thought the SBH wasn't one of the special ones that needed it, since the stank doesn't).

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**Subject: Re: Skinning..**

Posted by [Ryu](#) on Sat, 04 Aug 2007 13:18:26 GMT

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Chuck Norris wrote on Sat, 04 August 2007 07:58\*shrugs\* I followed this skin guide.

[http://www.cnccden.com/renegade\\_skin\\_tut.shtml](http://www.cnccden.com/renegade_skin_tut.shtml)

It says to disable aplha. What exactly will that change? I've editted a few skins saving them that way and saw no noticable difference. It's worked for every skin without problem, and when one did go black, I used DXT5 and it worked (I never mentioned to try DXT5 in this case becuase I thought the SBH wasn't one of the special ones that needed it, since the stank doesn't).

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Jesus Christ, Click anywhere on that site and a pop up appears!

I'm not sure what it would change myself..

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**Subject: Re: Skinning..**

Posted by [Chuck Norris](#) on Sat, 04 Aug 2007 15:42:09 GMT

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I didn't get any pop-ups.

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**Subject: Re: Skinning..**

Posted by [jamiejrg](#) on Sat, 04 Aug 2007 18:37:27 GMT

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Alex, when you open a skin in PS or Gimp or w/e you use. Go to channels and see if there is an alpha channel. If there isn't then don't use alpha options, if there is, then do.

Jamie

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**Subject: Re: Skinning..**

Posted by [Tunaman](#) on Sat, 04 Aug 2007 20:07:48 GMT

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The SBH, chem trooper, and mutant raveshaw all have special things that require DXT5 or DXT3(I forgot ).

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