
Subject: DDS for GDI floor?

Posted by [ChewML](#) on Tue, 01 Jul 2008 05:31:18 GMT

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I have found Nod's floor DDS, but I can't seem to find GDI's floor.

Anyone know what the name of the file is?

Subject: Re: DDS for GDI floor?

Posted by [Samous Mods](#) on Tue, 01 Jul 2008 08:30:27 GMT

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ChewML wrote on Tue, 01 July 2008 00:31

Anyone know what the name of the file is?

sure

Subject: Re: DDS for GDI floor?

Posted by [saberhawk](#) on Tue, 01 Jul 2008 08:38:15 GMT

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Found that earlier today actually.

gdflor-gdi.tga

Subject: Re: DDS for GDI floor?

Posted by [ErroR](#) on Tue, 01 Jul 2008 09:34:26 GMT

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ya i've needed that too but i've tried the tga and it doesn't work

Subject: Re: DDS for GDI floor?

Posted by [EA-DamageEverything](#) on Tue, 08 Jul 2008 22:40:17 GMT

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Name= gdflor-gdi.tga

Size= 167k

Res= 223(!)x256 @24bit

Use these specs and you'll get a working floor.

Subject: Re: DDS for GDI floor?
Posted by [Veyrdite](#) on Wed, 09 Jul 2008 06:28:44 GMT
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EA-DamageEverything wrote on Wed, 09 July 2008 08:40Name= gdfloor-gdi.tga
Size= 167k
Res= 223(!)x256 @24bit

Use these specs and you'll get a working floor.
Why do we have to keep it at that file size? Seems a bit odd.
And the resolution is also strange as well. It is neither a multiple of eight, a double or even an even number. Isn't 223 a prime number?

Subject: Re: DDS for GDI floor?
Posted by [Samous Mods](#) on Wed, 09 Jul 2008 08:54:44 GMT
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Dthdealer wrote on Wed, 09 July 2008 01:28EA-DamageEverything wrote on Wed, 09 July 2008 08:40Name= gdfloor-gdi.tga
Size= 167k
Res= 223(!)x256 @24bit

Use these specs and you'll get a working floor.
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Dthdealer for GDI floor?

Subject: Re: DDS for GDI floor?
Posted by [Slave](#) on Wed, 09 Jul 2008 10:50:27 GMT
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Stop thinking you make any sense.

Subject: Re: DDS for GDI floor?
Posted by [ChewML](#) on Wed, 09 Jul 2008 11:06:59 GMT
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I can't remember what options were selected all I know is that I did not change any of them and it works.

Subject: Re: DDS for GDI floor?

Posted by [Di3HardNL](#) on Wed, 09 Jul 2008 11:17:45 GMT

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lol just save it as 512x512 tga format.. always worked for me

Subject: Re: DDS for GDI floor?

Posted by [Veyrdite](#) on Wed, 09 Jul 2008 12:08:16 GMT

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Slave wrote on Wed, 09 July 2008 20:50 Stop thinking you make any sense.

Renegade textures are supposed to be sized in doubles from 8 onwards(8x8, 16x16, 32x32, 64x64, 128x128, 256x256 etc). Any other size is automatically scaled by the engine. But if the texture resolution is not a multiple of 8 nor a double the engine gets a bit cranky depending on the circumstances.

The file-size will change depending on the contents of the file. A texture with simple single-coloured shapes will be smaller (in file size) than one with more detail and colours, and so getting an images file the same size as another of the same resolution is theoretically impossible unless it is a re-arranged version of the original. Mind you I could be entirely wrong as I'm not very familiar with TGA compression.

E3 Beta M01.mix wrote on Wed, 09 July 2008 18:54 Dthdealer wrote on Wed, 09 July 2008

01:28 EA-DamageEverything wrote on Wed, 09 July 2008 08:40 Name= gdfloor-gdi.tga

Size= 167k

Res= 223(!)x256 @24bit

Use these specs and you'll get a working floor.

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Dthdealer for GDI floor?

?

Subject: Re: DDS for GDI floor?

Posted by [Slave](#) on Wed, 09 Jul 2008 16:56:50 GMT

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I was referring to E3 Beta M01.mix.

Subject: Re: DDS for GDI floor?

Posted by [EA-DamageEverything](#) on Thu, 10 Jul 2008 23:10:15 GMT

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All I can say is that the original file comes in 223x256 and as I tried 256x256 (which LE still

recommends after loading it!), I got the well-known black replacement ingame.

Another example, take the Airstrip floor which also changes the HoN ramps. Originally it's gd_metl.tga in 128x128 (24bit as usual) and weighs 64 k. Anything other than that produces the black hole, even if it's TGA and 128x128.

This is what I experienced.
