Subject: Skinning Help Plz
Posted by cpjok on Wed, 02 Jul 2008 02:59:32 GMT

ok i was changeing loading screen
but it dosent work it is just a black screen with loads of writeing on it anyone know what i have to do

This is my DSS settings there set at

File Attachments
1) LS.JPG, downloaded 833 times

File Edit Image Layer Select Filter Analysis View Window Help

Resize Windows To Fit ☑ Zoom All Windows [Actual Pixels] [Fit Screen] [Print Size]

NVIDIA dds Format (v3.11)

Save Format
- ● DXT1 (No Alpha)
- ○ DXT1 (1 bit Alpha)
- ○ DXT3 (Explicit Alpha)
- ○ DXT5 (Interpolated Alpha)
- ○ 16 bit (4:4:4:4)
- ○ 16 bit (1:5:5:5)
- ○ 16 bit (5:6:5)
- ○ 32 bit ARGB
- ○ 24 bit RGB
- ○ 16 bit (0:5:5:5)   [Save]

Select Formats to Preview

Override
- ☑ DXT1   ☐ emulate
- ☑ DXT1 (alpha) ☑ emulate
- ☑ DXT3
- ☑ DXT5
- ☑ 16 bit RGB (4:4:4:4)
- ☑ 16 bit RGB (1:5:5:5)
- ☑ 16 bit RGB (5:6:5)
- ☑ 32 bit ARGB

[3D Preview]

MIP maps
- ● Generate MIP maps
- ○ Use Existing MIP maps
- ○ No MIP maps

MIP map generation
- ● Box Filter   ○ Kaiser
- ○ Cubic Filter   ○ Linear-Light Kaiser
- ○ Full DFT

Preview Options
- ☑ Alpha Blending
- ☐ Show Differences (magnified
- ☑ Enable Filtering
- ☑ Mip Mapping
- ☑ Anisotropic

[Background Color]   [Back

Options
- ☐ Dither Color   ☐ Dither Each MIP
- ☐ Binary Alpha
- ☐ Alpha Zero Border (1 texel)
- ☐ Border Color (1 texel)
- ☐ Normalize MIP Maps   [Border Color]
- ☐ DuDv Map

- ● 2D Texture
- ○ Cube Map
- ○ Image (No MIP maps)

Fade MIP Maps
- ☐ Fade MIP maps   [Fade Color]
- ☐ Fade Alpha
  Blend Amount   [15] %

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Subject: Re: Skinning Help Plz
Posted by _SSnipe_ on Wed, 02 Jul 2008 03:06:18 GMT
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when u extract a skin file from always.dat iwth xcc mixer on the top says pixel type: of something it will say
dxt1
dxt2
dxt3
dxt4
dxt5

what ever it says are the setting you have to choose when you save it

Subject: Re: Skinning Help Plz
Posted by cpjok on Wed, 02 Jul 2008 09:40:22 GMT
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ok ill go look and see

Subject: Re: Skinning Help Plz
Posted by Veyrdite on Wed, 02 Jul 2008 09:43:22 GMT
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Only override the XBOX alpha if you exporting DXT5, otherwise select the other override option.

Subject: Re: Skinning Help Plz
Posted by cpjok on Wed, 02 Jul 2008 12:14:26 GMT
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i checked this thing and its a DXT1 what i do to export one of them as i tryed to myself and it still dosent work

Subject: Re: Skinning Help Plz
Posted by saberhawk on Thu, 03 Jul 2008 00:59:44 GMT
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cpjok wrote on Wed, 02 July 2008 07:14i checked this thing and its a DXT1 what i do to export one of them as i tryed to myself and it still dosent work

When opening it, don't load all the mipmaps also.

Subject: Re: Skinning Help Plz
Posted by cpjok on Thu, 03 Jul 2008 11:41:57 GMT
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it still dosent work

Subject: Re: Skinning Help Plz
Posted by cpjok on Fri, 04 Jul 2008 23:08:30 GMT
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so what i do now

Subject: Re: Skinning Help Plz
Posted by Veyrdite on Sat, 05 Jul 2008 00:11:40 GMT
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File Attachments
1) RF_DXT1-export.jpg, downloaded 615 times

Subject: Re: Skinning Help Plz
Posted by saberhawk on Sat, 05 Jul 2008 00:30:28 GMT
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Upgrade your DDS plugin. Way newer one available at
http://developer.nvidia.com/object/photoshop_dds_plugins.html

Subject: Re: Skinning Help Plz
Posted by cpjok on Sat, 05 Jul 2008 20:03:45 GMT
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ok ill update later and for now ill try the settings you said

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Subject: Re: Skinning Help Plz
Posted by cpjok on Sat, 05 Jul 2008 21:52:52 GMT
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still dosent work

Subject: Re: Skinning Help Plz
Posted by saberhawk on Sat, 05 Jul 2008 23:42:15 GMT
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Update your DDS plugin, make sure you don't load the mipmaps, make sure it's the same size as the original, and make sure it's the same format.

Subject: Re: Skinning Help Plz
Posted by cpjok on Sat, 05 Jul 2008 23:43:19 GMT
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i did all that still dosent work

Subject: Re: Skinning Help Plz
Posted by GrimmNL on Sat, 05 Jul 2008 23:47:25 GMT
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then you fail.

Subject: Re: Skinning Help Plz
Posted by cpjok on Sun, 06 Jul 2008 00:06:27 GMT
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Yep i fail

Subject: Re: Skinning Help Plz
Posted by Veyrdite on Sun, 06 Jul 2008 00:17:14 GMT
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GrimmNL wrote on Sun, 06 July 2008 09:47then you fail.
How helpful

Can you export other skins/textures without hitches?