
Subject: Flame Help

Posted by [samous](#) on Sat, 22 Nov 2008 02:26:34 GMT

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I wanted to make a skin set of all these oddly collered units for nod, but my dds conversions won't seem to work for this one file (so far, but it worked for sakura). Help? I'm using Gimp (i followed tut on renhelp), and have tried all 3 dif conversion methods (dxt1-3). Can some one convert this dds to the working dds plz? BTW: the original file was 9 frames, the new one is 7... how did...

File Attachments

1) [c_flametroop.dds](#), downloaded 119 times

Subject: Re: Flame Help

Posted by [_SSnipe_](#) on Sat, 22 Nov 2008 06:11:46 GMT

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did u use DXT5?

Subject: Re: Flame Help

Posted by [Gen_Blacky](#) on Sat, 22 Nov 2008 15:31:55 GMT

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SSnipe wrote on Sat, 22 November 2008 00:11did u use DXT5?

dxt5 is for transparent stuff. Skins with a alpha channel.

Subject: Re: Flame Help

Posted by [ErroR](#) on Sat, 22 Nov 2008 16:12:12 GMT

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1) [c_flametroop.dds](#), downloaded 114 times

Subject: Re: Flame Help

Posted by [_SSnipe_](#) on Sat, 22 Nov 2008 17:46:56 GMT

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it does use dtx5 man idk y

Subject: Re: Flame Help

Posted by [samous](#) on Sat, 22 Nov 2008 22:13:55 GMT

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i didn't try dxt5, none of the tuts said to do so. anyway, thank for the conversion ErroR

=samous

EDIT: ... the converted vs didn't work ErroR, its still all black, and not neon-like.

Subject: Re: Flame Help

Posted by [ErroR](#) on Sun, 23 Nov 2008 16:40:09 GMT

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samous wrote on Sun, 23 November 2008 00:13i didn't try dxt5, none of the tuts said to do so. anyway, thank for the conversion ErroR

=samous

EDIT: ... the converted vs didn't work ErroR, its still all black, and not neon-like.

didn't now i'm angry! try this one (it seems i really put dx1 but thought dx5) try this one

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1) [c_flametroop.dds](#), downloaded 120 times

Subject: Re: Flame Help

Posted by [_SSnipe_](#) on Sun, 23 Nov 2008 17:55:01 GMT

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If i remember chemwarrors i think flame trooper ahh sbh and rav have dtx5 i think
