Subject: gdflor-gdi
Posted by ArtyWh0re on Mon, 16 Mar 2009 23:52:39 GMT
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Hi all

I have a problem, I can't save gdflor-gdi(the GDI floor) as a DDS file.
I have a TGA file of it But when ever I choose to save it as a DDS the save button is unclickable.

Anyone know a way around this? Thanks in advance.

Subject: Re: gdflor-gdi
Posted by ChewML on Tue, 17 Mar 2009 01:07:53 GMT
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uh... you are not supposed to save it as a DDS?

Just save it as a TGA and put that in your data folder.

Subject: Re: gdflor-gdi
Posted by Gen_Blacky on Tue, 17 Mar 2009 02:15:02 GMT
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ChewML wrote on Mon, 16 March 2009 19:07uh... you are not supposed to save it as a DDS?

Just save it as a TGA and put that in your data folder.

Both work

Subject: Re: gdflor-gdi
Posted by ChewML on Tue, 17 Mar 2009 02:46:33 GMT
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What's the point of saving it as a DDS?

Subject: Re: gdflor-gdi
Posted by Reaver11 on Tue, 17 Mar 2009 09:11:34 GMT
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The size of a dds file must be divadable by four or sometimes it allows dividing by two.

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example 128x128 and 256x256 and 512x512

This texture is a tga because of its size it is 223 x 256. If you want to have it as dds I would adjust it to 256x256 then it should work. (This cannot work when you plan on making a replacement skin you cant change those sizes or it will turn out black)

Subject: Re: gdflor-gdi
Posted by ArtyWh0re on Tue, 17 Mar 2009 16:29:09 GMT
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Thanks guys and Reaver, atleast now I know why it won't save as a DDS file.
Anyway I have edited and saved it as a TGA file and it works.