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Subject: Veh Skin Probs

Posted by [zeratul](#) on Tue, 26 May 2009 18:24:25 GMT

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Ok so recently i have edited a vehicle to create a skin and i saved it under the right DXT format and it still doesnt come out right. Focus on the vehicle not the hud or the gun...

### File Attachments

1) [ScreenShot11.png](#), downloaded 468 times



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Subject: Re: Veh Skin Probs

Posted by [Di3HardNL](#) on Tue, 26 May 2009 18:25:42 GMT

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Is the size still 512x512 pixel ?

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Subject: Re: Veh Skin Probs

Posted by [zeratul](#) on Tue, 26 May 2009 18:27:07 GMT

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yes. is this curruption?

ok i took another screenshot after deleating and re-adding the file this is what it looks like now

The game crashes about 3 secounds after i see the vehicle

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### File Attachments

1) [ScreenShot13.png](#), downloaded 380 times



Subject: Re: Veh Skin Probs

Posted by [Reaver11](#) on Tue, 26 May 2009 18:52:45 GMT

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Which dxt1 format did you use? dxt1a dxt1c?

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Subject: Re: Veh Skin Probs

Posted by [zeratul](#) on Tue, 26 May 2009 18:59:52 GMT

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I use Paint.net it says DXT1 (Opaque/1Bit Alpha)

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Subject: Re: Veh Skin Probs

Posted by [slosha](#) on Tue, 26 May 2009 19:11:54 GMT

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choose the dxt1 that says no alpha

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Subject: Re: Veh Skin Probs

Posted by [zeratul](#) on Tue, 26 May 2009 20:06:50 GMT

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i didnt have one but i had to mess with some settings its good now but thanks for your help anyway

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Subject: Re: Veh Skin Probs

Posted by [IAmFenix](#) on Fri, 29 May 2009 02:39:04 GMT

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You should always make sure that you have mip maps generated, I use Paint.NET aswell xD

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