
Subject: paint.net

Posted by [zeratul](#) on Mon, 01 Nov 2010 14:18:28 GMT

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Theres something in paint.net that causees it to change colors of certain pixels to i guess make it blend or something. is there a way to remove this

for example:

say you make one block of pixels green and another blue and put them next to each other, save then reopen later. when reopened you see that the pixels that were next to each other are now mixed between green and blue

Subject: Re: paint.net

Posted by [danpaul88](#) on Mon, 01 Nov 2010 14:22:13 GMT

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If your saving as JPEG that's what happens when the image is compressed using the JPEG algorithm - it loses the sharp definitions between pixels. Try saving as BMP or, if size is an issue, PNG since it is lossless.

Subject: Re: paint.net

Posted by [zeratul](#) on Mon, 01 Nov 2010 14:29:27 GMT

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im saving as DDS DXT1

Subject: Re: paint.net

Posted by [danpaul88](#) on Mon, 01 Nov 2010 15:00:50 GMT

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All DXT* formats use lossy compression, see

http://en.wikipedia.org/wiki/S3_Texture_Compression. This is why you do not get the exact same image back out when you re-open them.

Your best bet is to save your source textures using a lossless format (bmp or png for instance) and save copies of the textures as DDS DXT1 for use in game.
