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Subject: color variation problem with skinning  
Posted by [shippo](#) on Mon, 22 Nov 2010 23:34:58 GMT  
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This probably has been addressed already, but i was trying to do some skinning, and for some reason when i convert the skin is all black. I am following the correct steps to do it, and I have used the process before in the past, however i have occasionally found this problem I figure it is due to too much different color detail, or something could someone help me out with this

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Subject: Re: color variation problem with skinning  
Posted by [Altzan](#) on Tue, 23 Nov 2010 01:31:37 GMT  
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This happened to me, not sure exactly but someone told me it's the alpha channel, or alpha layer, not sure which. Paint.net isn't really helpful there.

Or it's the wrong DXT.

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Subject: Re: color variation problem with skinning  
Posted by [danpaul88](#) on Tue, 23 Nov 2010 09:14:10 GMT  
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You should export the texture in the same DXT format as the texture you are replacing. Generally textures with alpha are exported as DXT5, whilst textures without alpha are exported as DXT1.

Also make sure to delete your .thu files when modifying textures.

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