Subject: .dds settings

Posted by Skier222 on Fri, 29 Aug 2003 14:59:22 GMT

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i want to know wht the settings are when u save a skin as a .dds. i have no idea wht they have to be.

Subject: .dds settings

Posted by spreegem on Fri, 29 Aug 2003 15:57:42 GMT

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http://www.cncden.com go under renegade, skin tutorial they tell you everything you need, and what setting. I just starting to modify skins yesterday, so they aren't any good yet.

Subject: .dds settings

Posted by maytridy on Fri, 29 Aug 2003 16:37:49 GMT

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I think it just has to be a multiple of 128x128 pixels.

Subject: .dds settings

Posted by Skier222 on Fri, 29 Aug 2003 18:44:42 GMT

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the setting, not the size. Thats just ur comp Maytridy that gets messed.

i got the right setting, but it does not show up. u guys got any ideas?

Subject: .dds settings

Posted by spreegem on Fri, 29 Aug 2003 19:51:51 GMT

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I haven't had anyproblem yet so I wouldn't know.

Subject: .dds settings

Posted by npsmith82 on Sat, 30 Aug 2003 05:23:31 GMT

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Skier222the setting, not the size. Thats just ur comp Maytridy that gets messed.

i got the right setting, but it does not show up. u guys got any ideas? One important thing to remember, if the skin includes alpha channels (ANY transparency) you'll need to save it as DXT5 format. If no alpha channels, just use DXT1.

That seems like the most common problem people have.

Subject: .dds settings

Posted by Skier222 on Sat, 30 Aug 2003 15:18:11 GMT

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Its the HUD skin im workin on, does that need to be a DXT1 or DXT5?

Subject: .dds settings

Posted by Halo38 on Sat, 30 Aug 2003 15:19:56 GMT

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If i remember rightly DXT 5

Subject: .dds settings

Posted by Skier222 on Sat, 30 Aug 2003 15:40:37 GMT

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YEAH it works. thx guys

lol