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Subject: Re: My little project

Posted by [Reaver11](#) on Sun, 08 Jun 2008 09:01:07 GMT

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What I did is this I opened both files with Paint.net (any other program would do)

I copy the new texture to the old one I had to resize l05\_rock to fit in the 128x128 size (You could try to keep it 256x256 but I never tried that)

after that I make sure I save it as a 32-bit tga file

Now the tga file is done at 128x128

Now use Xcc Mixer and goto the always.dat and look op the original hpad\_bolt.dds Xcc Mixer tells you in the right screen which dxt format it is. You need to write it down or remember it. Hpad\_bolt.tga was dxt format 1.

Now grap a a tga->dds converter. I strongly suggest you use dds converter 2 or Nvdxt. Both are found on the nvidia site or you can google them.

Now you have to convert the file with -dxt1a that is the lowest format with a one bit alpha channel. (more alpha bits will blackout the texture)

I hope you know that the hpad\_bolt.tga is the edge around the barracks. As you can see it works this way. Ill add the file for you.

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### File Attachments

1) [hpad\\_bolt.dds](#), downloaded 123 times

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